MÖRK BORG



Text and game design
Pelle Nilsson

Graphic design and art
Johan Nohr and dead people

OCKULT
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GAMES

STOCKHOLM
KARTELL

Man? Woman? Lost souls all.

d6	d8	Name
1	1	Aerg-Tval
	2	Agn
	3	Arvant
	4	Belsum
	5	Belum
	6	Brint
	7	Börda
	8	Daeru
2	1	Eldar
	2	Felban
	3	Gotven
	4	Graft
	5	Grin
	6	Grittr
	7	Haerü
	8	Hargha
3	1	Harmug
	2	Jotna
	3	Karg
	4	Karva
	5	Katla
	6	Keftar
	7	Klort
	8	Kratar
4	1	Kutz
	2	Kvetin
	3	Lygan
	4	Margar
	5	Merkari
	6	Nagl
	7	Niduk
	8	Nifehl
5	1	Prügl
	2	Qillnach
	3	Risten
	4	Svind
	5	Theras
	6	Therg
	7	Torvul
	8	Törn
6	1	Urm
	2	Urvarg
	3	Vagal
	4	Vatan
	5	Von
	6	Vrakh
	7	Vresi
	8	Wemut

d10 occult treasures

1. **Ash-grey ring** a finger-width wide. All that passes through is obliterated.
2. The keening music of this small, **vile flute** animates a fetus-sized meat golem in a nearby corpse.

   HP 5 **Morale** – **No armor**
   Bite d4, immune to Powers.

3. A note explains: one taste from this **Famine Spoon** means death from slow starvation.
4. The image of a being in this malevolently-accurate **mirror** shows only the shameful truth of their soul.
5. **Vampiric phurba.** Heals you as it harms your target (d3), but beware: after stealing a total of 6 HP, test Presence DR14 or become addicted—you must then test Presence DR12 daily. Fail and you must stab someone with the knife before next sunrise. Or wither to ash and die as the sun rises.
6. A black **pearl**. If dropped in darkness it rolls towards the nearest exit to day.
7. This **torch** burns for an immortal hour. Hold it and live. You can lose limbs and enter negative HP but won't die unless you drop the torch or it burns out.
8. Silver **bird cage** slays whatever is placed behind its bars, slowly, over one long night. That which is killed reanimates twice as strong, as a raging uncontrollable undead.
9. **Black Crown of the Crippled King.** Wearing this crooks your body as you become aware that you and every creature within 100 yards gain +10 to your rolls but your maximum HP is halved. Rolls modified to go above 20 count as crits. The worn crown can only be removed in the pale light of a full moon.
10. Anyone wearing this ancient **blindfold** becomes invisible to those who breathe though the undead attack them obsessively and nearby corpses awaken in moaning, unholy wrath.

Traps and Devilry d12

1. Well dressed corpse, booby trapped
2. Wall-holes shoot poisonous arrows
3. Bells and marbles on the floor
4. Scorpion-filled basket poised to fall
5. Fish hooks hanging at eye level
6. Chest marked with explosive runes
7. Lock trapped with vial of poison gas
8. Jewel removal leads to roof collapse
9. Slanted floor, translucent oil, pit
10. Snake-cages on collapsing ceiling tiles
11. Evil urns release cold ghosts
12. Coins coated in grime and poison

Weather d12

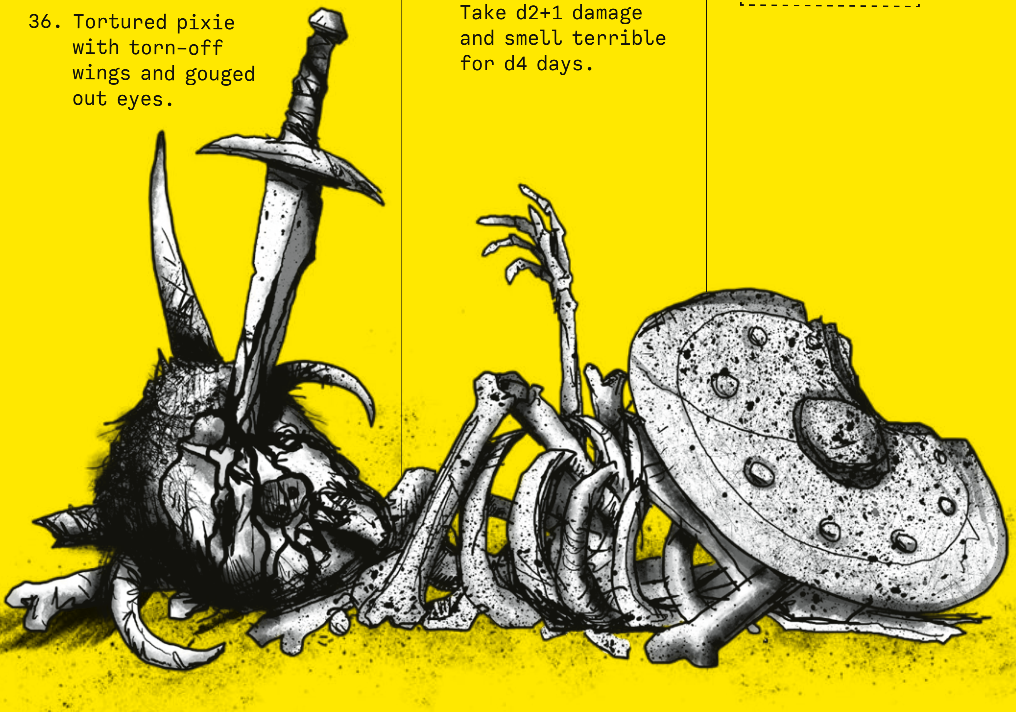
1. Lifeless grey
2. Hammering rain
3. Piercing wind
4. Deafening storm
5. Black as night
6. Dead quiet
7. Cloudburst
8. Soup-thick mist
9. Crackling frost
10. Irritating drizzle
11. Roaring thunder
12. Gravelike cold

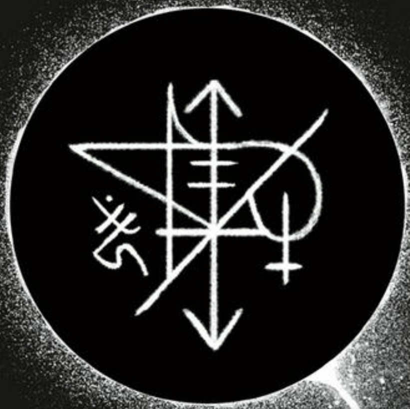
Corpse plundering d66

11-16: The remains of something worthless crumbles in your hands.

21. Pot filled with extremely potent itching ointment.
22. Necklace of human teeth.
23. Bag of angry, venomous moths. Test Toughness DR6 or die.
24. Pocket full of broken glass, PC takes d2 damage.
25. Mad manifesto. If read, test Presence DR12 or lose 1 Presence permanently from confusion.
26. Key to nearby locked door. Stolen.
31. Map to a weak but wealthy family's house.
32. A hopeless amount of spiders.
33. Metal cylinder with gunpowder and fuse. Roll a d6. 1–2 you lose a hand. 3–6 3d10 damage wherever it lands.
34. Known and liked/despised witch-hunter's face. Flayed.
35. Note with PC's names. One is crossed out.
36. Tortured pixie with torn-off wings and gouged out eyes.
41. Map to a place that cannot possibly exist.
42. Unmarked bottle with a liquid that shifts between red and green.
43. Bond. A local potentate owes the holder a sizable amount.
44. Death mask of one of the PCs.
45. The 'Water of Life.' Heals d8. Test Toughness DR10 or go blind. Highly alcoholic.
46. There was something very wrong with this one. Hands covered with something lukewarm, brown and acidic. Take d2+1 damage and smell terrible for d4 days.
51. Black Kergüs dagger. 2d4 damage.
52. Labelled poison bottle. Test Toughness DR12 or lower random ability by d4. The ability can be increased when your character is improved.
53. Scalp with long black hair.
54. Golden ball with an invisible seam, twists open.
55. Bloodstained knuckle-duster.
56. Two weighted dice.

61-66: The result in silver.





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Ash Borer. Batushka. Bell Witch. Belzebong. Black Tremor. Bongripper. Bongzilla. Cathedral. Conan. Dark Buddha Rising. Darkthrone. Domkraft. Dragged Into Sunlight. Dödsrit. Earth. Electric Wizard. Eyehategod. Gnoll. Godspeed You! Black Emperor. KTL. Mammoth Weed Wizard Bastard. Mayhem. Mephorash. Monolord. Morbid. Murg. Phurpa. Primitive Man. Profetus. Shadowmaster. Sleep. Slomatics. Sunn O))). The Body. This Gift Is A Curse. Thou. Tiamat. Ufomammut. Urfaust. Weedeater. With the Dead.

MÖRK BORG

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OCKULT ÖRTMÄSTARE GAMES

STOCKHOLM KARTELL

FREE LEAGUE PUBLISHING

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MÖRK BORG is Swedish for DARK FORT and is pronounced MURK BORG



The wind from the west. From the sundered land. Rot rides it, and the stench of blood. Cursed walker, Will you travel there? To the Valley of the Unfortunate Undead? Our young ones are taken by the child-thief Tergol, known for his vile crimes and alchemy of flesh.

Distances shift. Paths between places warp. As if this pale, lightless world possessed a will and bitter life.

Its mercy curdled to wrath over a too-long age.

Who are you? The grave robber with silver glittering between cracked fingernails? The mystic who would bend the world's miserable heart away from its inevitable end?

Most likely, it makes little difference. No one has seen the sun in years. The old care more for sacrifice and god-offerings than their bawling spawn. Doomsayers are proved right time and again and embraced by hidden powers. Maybe it's best to surrender—to trust your own instinct and skill rather than the whim of the dice? Before all is drowned in welcome silence. Life locked and failing in a **DARK FORT.**

WHAT WAS WRITTEN MUST BE

I

Anuk Schleger, monk of the Creton order, encountered the basilisk Verhu in the year 565 and set down that creature's whispered prophecies. These lost texts came to be known as the *Nameless Scriptures.* ¶ 300 years later, while working on a new Cathedral, *The Two-Headed Basilisks,* an orthodox branch of the Creton order uncovered Schlegers tomb and with it the Scriptures. ¶ Since then all events described within have come to pass. The prophecies are absolutely, factually true and have, thus, supplanted all other Scripture. Around this cathedral has grown Galgenbeck, the greatest city that ever was.

II

The Basilisks are two and two-headed. The four heads have argued for hundreds of years. Verhu predicts inexorable annihilation and, since he's always right, has become utterly full of himself. ¶ His is also the head worshipped most. If you could learn the codes of the apocalypse perhaps the right offerings might avert it? Verhu loves his position and hungers for temples to be raised in his name.



When the world was but water, dust and clouds thick with plague-fat flies came **SHE**, first of the basilisks. From the cracks of Bergen Chrypt **SHE** crawled. **SHE** bears the head of *Denial*, Lusi, who looks up and down. Yet all shall be well. Her twin Arkh, Head of *Deception*, claims to be the first prophet of truths now prostituted by Verhu. Few have ever seen her, the oldest, but many walk her twin paths.

⁂

SHE spawned many since the dawn of time, their conceptions not without agony. All were cast down the cliffs of Bergen Chrypt, only **HE** survived. Down in the Valley of the Unfortunate Undead his eyes locked upon the mountain's peak, **HE** spits out curses upon his evil mother. The head Gorgh is *bitter, rank with envy* that only his twin Verhu knows the *damned truth.* Time and time again his prophecies are brought to be. The piles of gold-gift riches from his faithful teeter and slide, so tall are they.





IV

THE WORLD DIES EVEN NOW. Reality decays, truth becomes dream and dream, truth. Cracks grow in the once-stable structures of the past, allowing things misshapen and vile to worm through, emerging into day's wan light. The known world closes in, bounded to the west by the massive Bergen Chrypt with its catacombs and ice-caked peaks and surrounded by the Endless Sea to the north, south and east. Many have ploughed the wave's furrow in search of new lands. They all return, against their will. Alive or dead.



The Endless Sea
Alkáns
SARKASY
The Endless Sea
GRAVEN-TOSK
KERGÜS
TVELAND
Grift
MÚR
GALGENBECK
Valley of the Unfortunate Undead
BERGEN CHRYPT
?
SCHLESWIG
WASTLAND
ONDA
The Endless Sea

Galgenbeck in the land of Tveland is the greatest city that ever was. No King or Queen rules in Galgenbeck but an arch-priestess: Josilfa Migol. Deep beneath the Cathedral of the Two-Headed Basilisks, in a cool black chamber crossed by shards of light, lies her throne. **Josilfa, old but still young,** commoners gossip that she colludes with the god Nechrubel, who gave her eternal life. Nechrubel: the shadow that covers all. Nechrubel is melancholy, crop failure, conflict and war. It is said he whispered the apocalyptic prophecies in Verhu's ear.



As time grows ever shorter the *Two-Headed Basilisks* become ever-more desperate in their recruitment. To take one's own life is considered sinful cowardice. The road to salvation lies through mortification of the flesh; the apocalypse is to be met with eyes wide open. Only then can the soul be allowed passage to the Shimmering Fields. Heretics and apostates are hunted down and corrected, in public and at length, by the Inquisition.

In Tveland also lies **Sarkash.**

The forest seems, lately, to spread unnaturally fast. Paths tangle and wind in the overgrown gloom, leading wanderers astray. Far in the depths of Sarkash, always where one least expects to find it, in a halo of dying trees, is **GRAVEN-TOSK**. A truly ancient cemetery filled with mausoleums, blank-eyed cherubs, stagnant fountains, plague pits and ordinary graves.



But hasn't it grown warmer in this usually cold place? Do you hear the frantic scratching? The air feels heavy, stale and hard to breathe.

Rising over Graven-Tosk like rage rising over pain is the

Palace of the Shadow King

A gothic black castle, like a mirror to the Cathedral of the Two-Headed Basilisk in Galgenbeck. Most of the palace lies in crumbling ruins, home to unfortunate souls sheltering beneath its broken halls. None dare dream what might lie under the rubble covered catacombs and cellars. Tunnels sprawl beneath like writhing roots, digging deeper into the cold earth like cancerous veins. The inner wing still stands, acting as the home of the Shadow King, a being obscured by ritual. The slaves of the servants of the courtiers of the King come forth and do his will.



The title is hereditary: sons are always born to the Shadow King. It's whispered Princes of that line disguise themselves as ordinary men wandering the ruins engaging in games and tricking travelers, multiplying the miseries of their people.



GRIFT

From ages past, Grift grew upon an eastern peninsula of the Endless Sea. Cut from the world by the bottomless Múr, the thriving city state can be reached only by three bridges of such might and cyclopean size it is said that only enslaved giants could have raised them. Grift was once a place of harmony and the light of reason, a shelter from the plague-wracked, war-torn world beyond.

But the world turns and even the Múr cannot protect Grift from its inevitable fall.

King Sigfúm the Kind is mocked in the street. Much of Grift has fallen into disrepair as vile creatures begin crawling from the dried, cracked earth. Each night the bridges scream and roar like great ships grinding upon rocks. Sigfúm is defeated. He knows the end is near, believes the prophecies of Verhu and so, kindly and calmly, prepares his people for death. Huge parchments dot the streets, calendars of despair marking each correct preparation and its time. Each day a leaf is turned and when the last page comes, Sigfúm will march his people to the cliff Terion to fulfill what was written. Terion, a thousand meters of vertical rock with the raging sea biting at its base.

> The inquisition of the Two-Headed Basilisks is not too keen on the heretical suicide scheme of Sigfúm the Kind.

KERGÜS

Desolation rolls over Kergüs like a frost-barren wind. The lawless and forlorn trek across its ice-wracked expanse, crawling over the plains or cowering in the cracked earth to flee Blood-Countess **ANTHELIA**. North, where the wind is born, lies Alliáns, a storm-piercing spire-city of black glass. Within stands a castle like a waterfall of white stone: the throne of Anthelia. She as pale as her castle's walls, as youthful as a drop of melting ice. Some say she is eternally young. The gulls cry the names of Knights who sought her hand, a reminder that suitors and signs of Anthelia's age disappear in conjunction. But who listens to a gull? And in Kergüs, even gulls freeze in the cold that rolls from the dreams of the Countess. Dreams of her unending youth.

Anthelia's Ambivalence

Anthelia is well aware time is short. Neuroses burden her. *"Why is everything so pale? So cold?"* She cries out for colour or warmth. She drains the world of both with every glance, touch and breath. Those who bring her vibrant life are promised great rewards. All fear to do so. Excuses are made, explanations found. The feelings of the Countess are fragile, her powers absolute. Court life entails grey opulence, excitement and fear.







THE WESTERN KINGDOM

, called *Wästland* in the songs of the simple and rhymes of the poor, once home to peace and wealth when **Lake Onda** gifted fish and the river-trade thrived.

Now, terror and despotism stalk. In the secret citadel of the sad-but-gaudy city of Schleswig **King Fathmu IX** schemes. Paranoid, fat and increasingly mad, he is consumed with psychosis and invisible fears.

Obsessed with the prophecies of Verhu, the King raids and invades houses and villages, barns and temples. Nowhere and no one is safe, especially the poor. Taxed into starvation, the contents of their larders and storehouses are carted off by Fathmu's men.



A place few wish to speak of is the

Valley of the Unfortunate Undead.

Rumors whisper the Basilisk HE is coiled within its crypts, a sight infrequently survived. Lies and legends enshroud the valley, obscuring any truth. Peddler's tales say the soil, the very air, is lethal—bringing a sleepless, stumbling death. This is no clean fate but a slow-growing, fathomless despair, weighing down the traveler with poisoned memories and dark thoughts until the spark of life is mutated into a mournful, hopeless undeath.

Others claim lost wanderers can fall and find themselves in the Realm of the Dead when the black soil hungrily drags them under the earth.

Those without hope travel here seeking an end to pain, a golden afterlife beyond this dark and ruined world. They gather in suicide cults and the valley's few twisted trees begin to droop strange fruit from hempen rope. Others plumb the crypts seeking Verhu, believing they can persuade him of other fates. Some simply and stupidly leave gifts and sacrifices to a power they cannot comprehend. Gloom grows, obscuring the world like an oil-stained image.





The Calendar of Nechrubel

The world trembles. One can feel it in ways sharp and subtle, mysterious and clear. One by one, inevitable events demand their place.

Illustrating this, the Game Master (GM) rolls a die each dawn. A result of 1 activates one Misery. The die used is determined by the GM and the group.

The GM then rolls d66 to determine which Misery occurs. The same Misery will not befall the world twice.

7:7

The seventh Misery will always be 7:7, and the world finally dies. The seventh seal is broken for the seventh and final time.

The game and your lives end here. *Burn the book.*

When will all this agony end?

Years of pain	A bleak half-year	A fall in anguish	A cruel month	The end is nigh!
d100	d20	d10	d6	d2

PSALM I

1:1 The City shall be made hollow. Of those who rest in hollowness, they shall not be seen.
1:2 And the earth shall shake and be riven. And from the cracks shall rise a poisonous mist, and in ten days it will shroud the world.
1:3 Of those who build mightily, stone by stone, so shall they fall, stone by stone.
1:4 And the depths of the underworld shall bring forth flying spectres and crawling beasts. In their passing the worm grows fat, the vulture weary.
1:5 Doubt is crowned. The loyal shall turn their blades on those who silver gave.
1:6 And blood-cough shall spread like fire across the wastelands of the drought.

PSALM II

2:1 As at the beginning, so at the end, all manner of fly and wasp shall fill the air.
2:2 And the ground pale with maggots.
2:3 And from the Spears: a frost. Born from Bergen Chrypt and covering all.
2:4 And in ten days and one the writings of sorcerers will be made pale as air.
2:5 And glass shall become quartz.
2:6 And SHE shall see HIM grow stronger. And SHE reveals herself and all shall be slain.

PSALM III

3:1 At Graven-Tosk the soil shall grow warm and those who rest be made to walk.
3:2 In the heart of Sarkash fog and dusk shall breathe beneath the waking trees. That which was hewed by man shall now hew in its turn.
3:3 And hunger shall come among you. You shall dig roots and pull children from the breast. The gaunt shall prey upon the gaunt.
3:4 The great shall be made poor and the poor poorer still.
3:5 Then shall come rain unending and the day shall be made night by its coming.
3:6 Brother shall slay Brother and Sister poison Sister.

PSALM IV

4:1 For five days and five nights mothers flesh shall be the cloak of demons.
4:2 And for five days and five nights shall fathers weep.
4:3 Look to the West. Forth comes fire, and a horde, and the Kingdoms burn.
4:4 The liar, Arkh shall make knots of the hearts of men, sundering the strongest of bonds.
4:5 Behold now the Endless Sea, where Leviathan causes waves to be as mountains.
4:6 And Leviathan shall come among you. Children winter-born and fated to fall before snow, both shall it take.

PSALM V

5:1 The lake and brook shall blacken and the water become tar.
5:2 The trees shall wither, shrivel and die.
5:3 And birds shall fall dead from the sky.
5:4 In one night all those not yet of seven years and seven days shall pass. Born and unborn. And dawn shall give them life as eaters of men.
5:5 The sky shall weep fire and a great stone shall plummet as a city fallen from heaven. Its gift is Death and madness is its herald.
5:6 And the last King and the last Queen shall wither to dust. Their wretched courts are devoured by wolves.

PSALM VI

6:1 You shall know the last day is come. The sun shall set and never rise.
6:2 And day shall be as night and night as day. You shall not sleep, neither shall you wake.
6:3 Anthelia shall have her will and drink all colour from the world.
6:4 Those who walk on two legs shall be nameless as the beasts of the field.
6:5 The earth shall vein, bringing black serpents forth from within the earth.
6:6 And the unnamed enter the earth, passing through the Veil as it is sundered by Daejmon, the left underling of Nechrubel.

PSALM VII THE LAST

7:7 All praise Yetsabu-Nech, the underworld's nightmare, the black disk which stands before the sun! All praise Verhu, beaming with delight! All praise the fire which burns all! And the darkness shall swallow the darkness.

In this world there are those who seek riches or redemption. Some say the apocalypse is escapable, that it might even be stopped. And there you walk in discord and despair. One hand holds **2d6 × 10 silver (s)**, the other holds a **waterskin** and **d4 days** worth of **food**. Your soul and your silver are your own and equally easy to lose. To begin with, you are what you own:



 MÖRK BORG is dedicated to Pelle 'Dead' Ohlin (1969–1991) *Let the good times roll.*

d6

1-2 nothing

3 **backpack** for 7 normal-sized items

4 **sack** for 10 normal-sized items

5 **small wagon** or one item above of your choice

6 **donkey**, not bad. Or one of the above of your choice

d12

1 **rope** 30 feet

2 Presence + 4 **torches**

3 **lantern** with oil for Presence + 6 hours

4 **magnesium strip**

5 random **unclean scroll**

6 **sharp needle**

7 **medicine chest** Presence+4 uses (stops bleeding/ infection and heals d6 HP)

8 **metal file and lockpicks**

9 **bear trap** (Presence DR14 to spot, d8 damage)

10 **bomb** (sealed bottle, d10 damage)

11 a bottle of **red poison** d4 doses (Toughness DR12 or d10 damage)

12 **silver crucifix**

and

d12

1 **life elixir** d4 doses (heals d6 HP and removes infection)

2 random **sacred scroll**

3 **small but vicious dog** (d6+2 HP, bite d4, only obeys you)

4 d4 **monkeys** that ignore but love you (d4+2 HP, punch/bite d4)

5 **exquisite perfume** worth 25s

6 **toolbox** 10 nails, tongs, hammer, small saw and drill

7 **heavy chain** 15 feet

8 **grappling hook**

9 **shield** (-1 HP damage or have the shield break to ignore one attack)

10 **crowbar** (d4 damage)

11 **lard** (may function as 5 meals in a pinch)

12 **tent**

Scrolls are the twisted magic of MÖRK BORG. Read more on page 34.

Create a Player Character (PC)

1. Randomize your starting equipment on this page.
2. Randomize weapon and armor.
3. Roll your abilities.
4. Roll your Hit Points.
5. Name your character if you wish. It will not save you.

Optional Rules:

- Start by choosing or randomizing a class (page 46 and on) and follow the class' instructions on rolling for equipment, weapons and armor.
- Roll on the tables on pages 39–43.
- Roll a number of Omens (page 38).

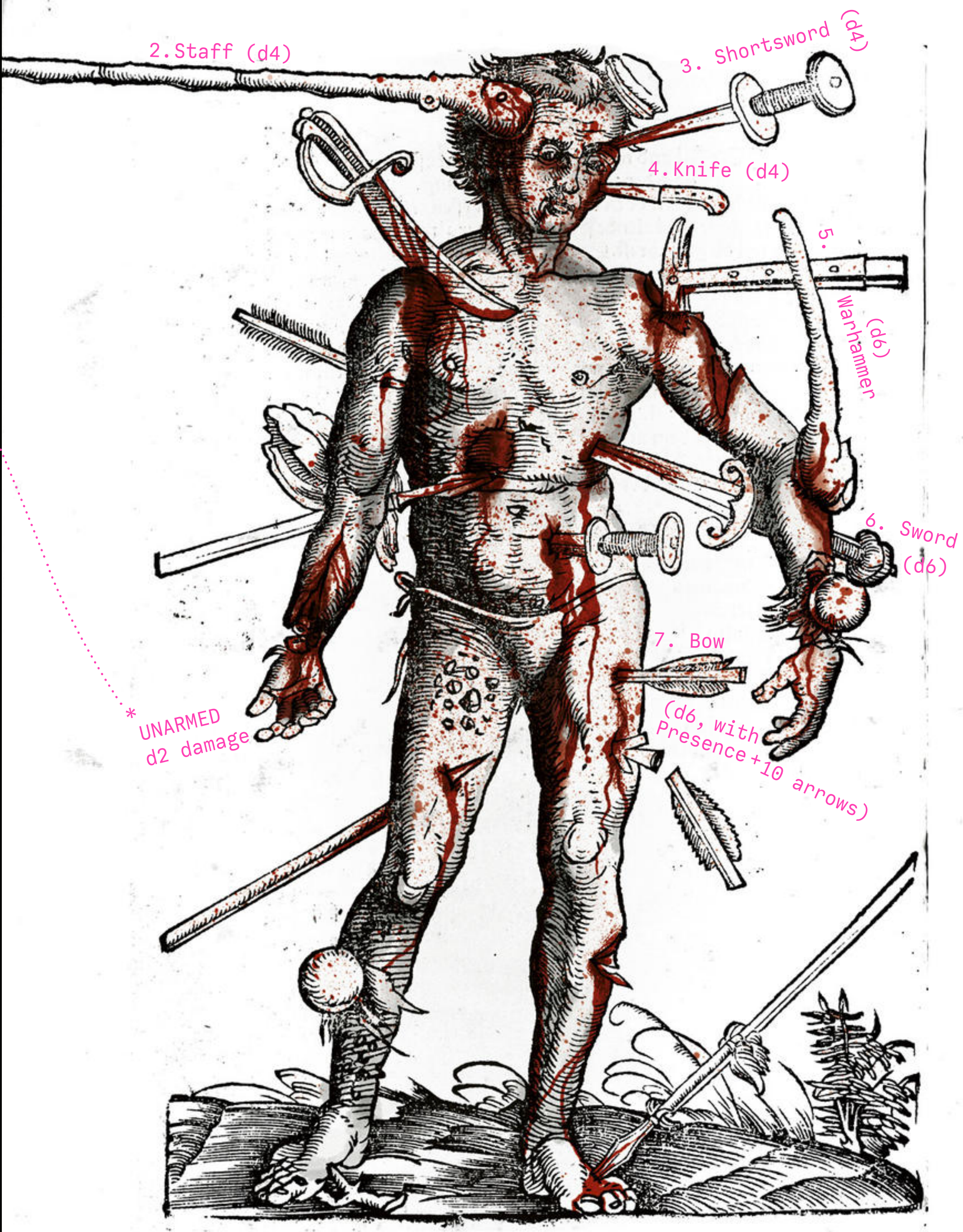
WEAPONS*d10

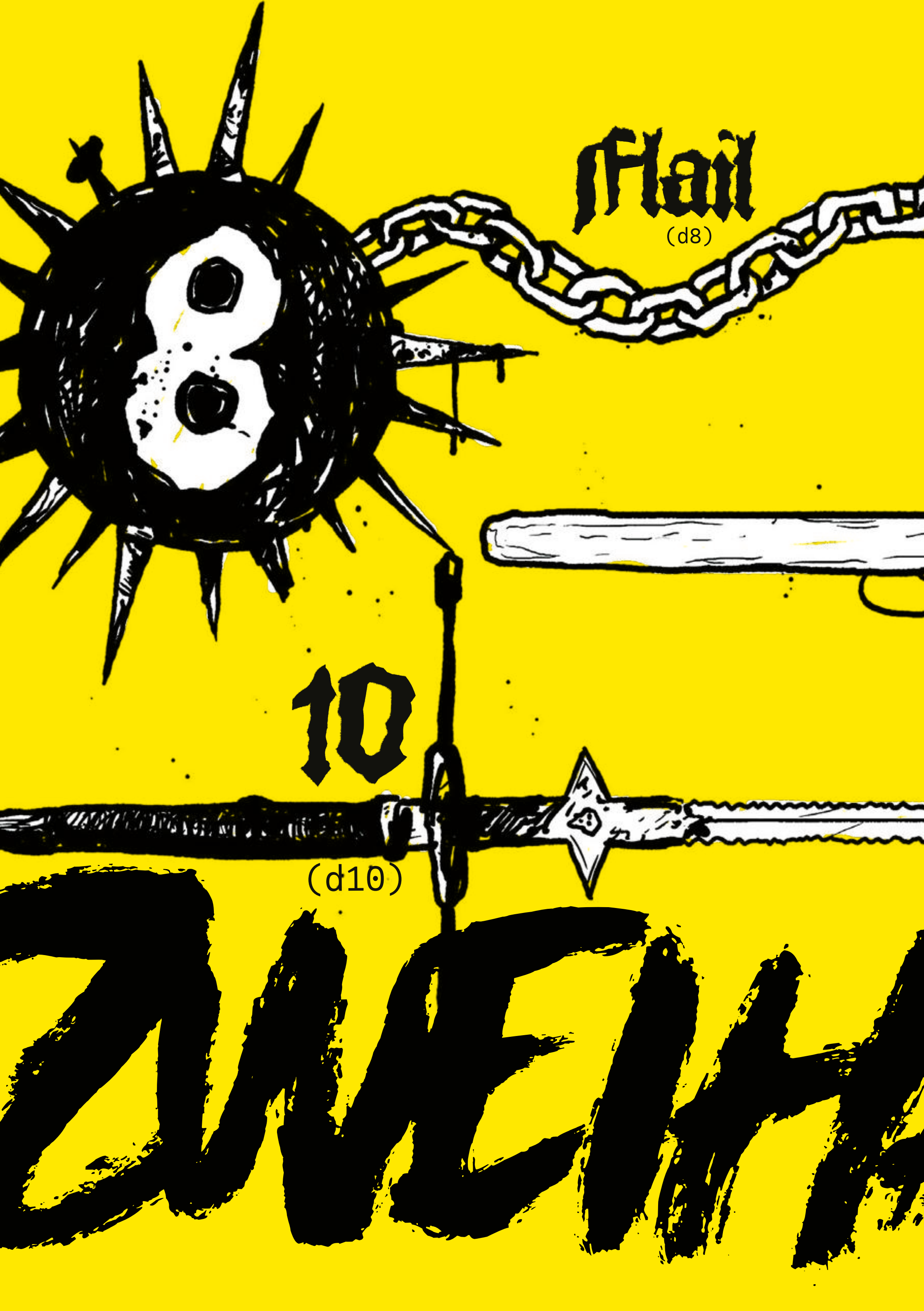
(d6 if you begin with a scroll)

1. Femur

(d4)



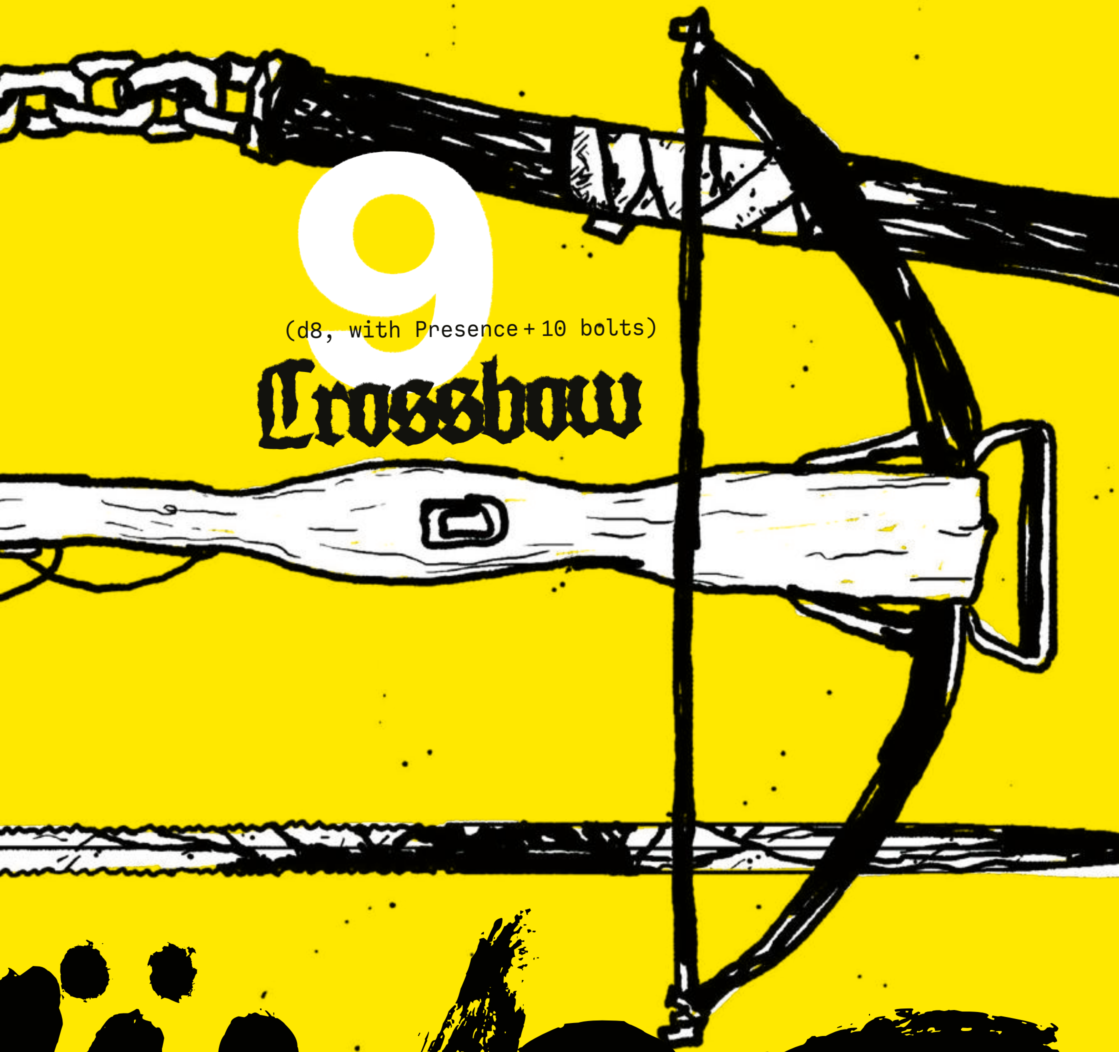

2.Staff (d4)
3. Shortsword (d4)
4.Knife (d4)
5. Warhammer (d6)
6. Sword (d6)
7. Bow (d6, with Presence+10 arrows)
* UNARMED d2 damage


Flail
(d8)
8
10
(d10)

9

(d8, with Presence + 10 bolts)

Crossbow





Armor d4

(only d2, if you begin with a scroll)

1. no armor (**tier 0**)
2. light (fur, padded cloth, leather etc, **-d2 damage, tier 1**) **20s**
3. medium armor (scale, mail etc, **-d4 damage, tier 2**) **100s**
   DR +2 on Agility tests including defence.
4. heavy armor (splint, plate etc, **-d6 damage, tier 3**) **200s**
   DR +4 on Agility tests, defence is DR+2.

shield **-1 damage** **20s**
You can choose to ignore all damage from one attack but shield breaks.

Scrolls will never work when wielding zweihand weapons or medium/heavy armor.

equipment

Backpack	6s	Holds 7 normal-sized items
Bear trap	20s	Presence DR14 to spot, d8 damage
Blanket	4s	
Caltrops	7s	d4 damage + infection on 1 in 6
Chalk	1s	
Chewing tobacco	1s	
Crowbar	8s	
Crucifix, silver	60s	
Crucifix, wood	8s	
Dried food	1s	1 day
Exquisite perfume	25s	
Firesteel	4s	
Grappling hook	12s	
Hammer	8s	
Heavy chain	10s	15 feet
Iron nails	5s	10 nails
Ladder	7s	
Lantern oil	5s	Presence + 6 hours
Lard	5s	May function as 5 meals
Large iron hook	9s	
Lockpicks	5s	
Magnesium strip	4s	
Manacles	10s	
Mattress	3s	
Meat cleaver	15s	
Medicine box	15s	Stops bleeding/infection and +d6 HP. Presence + 4 uses
Metal file	10s	
Mirror	15s	
Muzzle	6s	
Noose	5s	
Oil lamp	10s	
Poison (black)	20s	Toughness DR14 or d6 damage + blind for one hour. 3 doses
Poison (red)	20s	Toughness DR12 or d10 damage. 3 doses
Preserved corpse	66+d6s	
Rope	4s	30 feet
Small wagon	25s	
Tent	12s	
Toolbox	20s	10 nails, hammer, small saw, tongs
Torch	2s	
Sack	3s	Holds 10 normal sized items
Salt	4s	
Scissors	9s	
Scroll	worth roughly 50s to the right buyer	
Sharp needle	3s	
Waterskin	4s	4 days of water

Improvised weapons do d4 damage.
Who wouldn't forgo fisticuffs for a grappling hook?

Weapons

d8	Battle axe	35s
d6	Bow	25s
d6	Club	10s
d8	Crossbow	40s
d8	Flail	35s
d4	Femur	worthless
d6	Handaxe	15s
d4	Knife	10s
d6	Mace	25s
d4	Shortbow	13s
d4	Shortsword	20s
d4	Sling	8s
d4	Staff	5s
d6	Sword	30s
d6	Warhammer	30s
d2	Whip	5s
d10	Zweihänder	60s

20 arrows	*10s*
10 bolts	*10s*

Services

Night in hospice	3s
Drink	1s
Steady meal	2s
Bribe, guard	20–40s
Bribe, clerk	30–60s
Bribe, rabble	5–15s

REPAIR ARMOR*

Tier 1 to 2	25s
Tier 2 to 3	40s

*Armor cannot be repaired to a tier higher than its original.

Beasts

Dog (trained)	25s
Dog (wild)	10s
Horse	80s
Mule	10s
Rat (tame)	8s



ABILITIES

AGILITY	Defend, balance, swim, flee
PRESENCE	Perceive, aim, charm, wield Powers
STRENGTH	Crush, lift, strike, grapple
TOUGHNESS	Resist poison/cold/heat, survive falling

Roll 3d6 and using the table on the right to generate each ability score from −3 to +3. The sum is not used in the game once the character is created, only the table value.

Player Characters *not* created with the optional classes can roll 4d6 and drop the lowest die for two of their abilities. When the character is later improved an ability can never exceed +6 or −3.

Abilities

1–4	–3
5–6	–2
7–8	–1
9–12	±0
13–14	+1
15–16	+2
17–20	+3

TESTS

Tests are made against a **Difficulty Rating.** To succeed roll d20 ± your ability with a result equal to or greater than the DR. Creatures don't use abilities, they just roll a d20 against DR. For example, *find bear trap DR14* or *resist red poison DR12.*

Difficulty Ratings (DR)

6	so simple people laugh at you for failing
8	routine but some chance of failure
10	pretty simple but not simple enough to not roll
12	normal
14	difficult
16	really hard
18	should not be possible



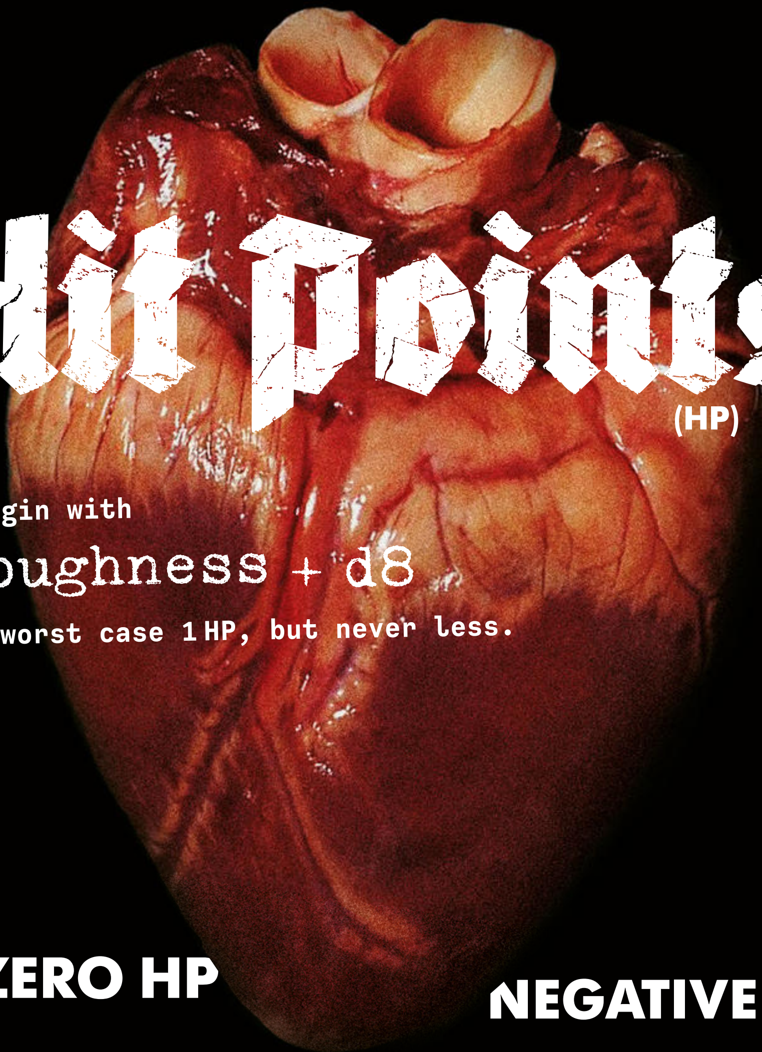


CARRYING CAPACITY

You can carry **Strength+8** normal-sized items without a problem. After that when testing Strength and Agility DR increases by 2 (from 12 to 14 etc.). It is impossible to carry more than twice Strength+8.

for example
crowbars, lard, scrolls, torches

but not
anvils, chests, ladders, corpses



Hit Points (HP)

Begin with

Toughness + d8

In worst case 1 HP, but never less.

ZERO HP

broken

NEGATIVE HP

dead

Violence



INITIATIVE

Roll d6

1-3 enemies goes first
4-6 PCs go first

Agility + d6 for individual initiative or to determine who goes first within the group.

Players roll for both their attacks and defences. Creatures and enemies don't roll dice in combat.

MELEE

Test **STRENGTH** DR12

RANGED

Test **PRESENCE** DR12

DEFENCE

Test **AGILITY** DR12

If you fail the enemy hits you. Enemies attack once per round unless noted otherwise.

The DR for attacks and defence are modified as with any test.

Broken (d4)

1. Fall unconscious for d4 rounds, awaken with d4 HP.
2. Roll a d6: 1-5 = Broken or severed limb. 6 = Lost eye. Can't act for d4 rounds then become active with d4 HP.
3. Hemorrhage: death in d2 hours unless treated. All tests are DR16 the first hour. DR18 the last hour.
4. Dead.

Crit (natural 20)

Attack: Double damage, armor/protection is also reduced one tier.

-d6 (3rd tier)
-d4 (2nd tier)
-d2 (1st tier)

Defence: PC gains a free attack.

Fumble (natural 1)

Attack: The weapon breaks or is lost.

Defence: PC takes double damage and armor is reduced one tier.

When armor is damaged penalties to Strength and Agility tests are not modified.

Armor reduced **below 1st tier** is ruined and cannot be repaired. For armor repair costs, see Equipment on page 25.

How long is a round?

A round is enough time to make an attack (or use a Power) and traverse a normal-sized room. There are usually 10 rounds in one minute.



REST

Catch your breath, have a drink. Restore **d4 HP**.
A full night's sleep restores **d6 HP**.
Without food or drink no HP is restored when resting and after two days a starving PC **loses d4 HP per day**.
An infected character does not benefit from resting. Instead, d6 HP is lost daily.

REACTION (2D6)

2–3	KILL!
4–6	ANGERED
7–8	INDIFFERENT
9–10	ALMOST FRIENDLY
11–12	HELPFUL

When meeting creatures whose reaction is uncertain.

MORALE

Most enemies will not fight to the last drop of blood.
Roll for morale if the leader is killed
Half the group is eliminated
A single enemy has only 1/3 of its HP left

If you roll greater than the creature's Morale value with 2d6, it is demoralized. Roll d6 to see if the enemy (1-3) flees or (4-6) surrenders.



Getting better

or worse

The game master decides when a character should be improved. It can be after completing a scenario, killing mighty foes or bringing home treasure.

When this happens the following things occur:

More HP:

Roll 6d10. If the result is equal to or greater than your current maximum HP, increase it by d6.

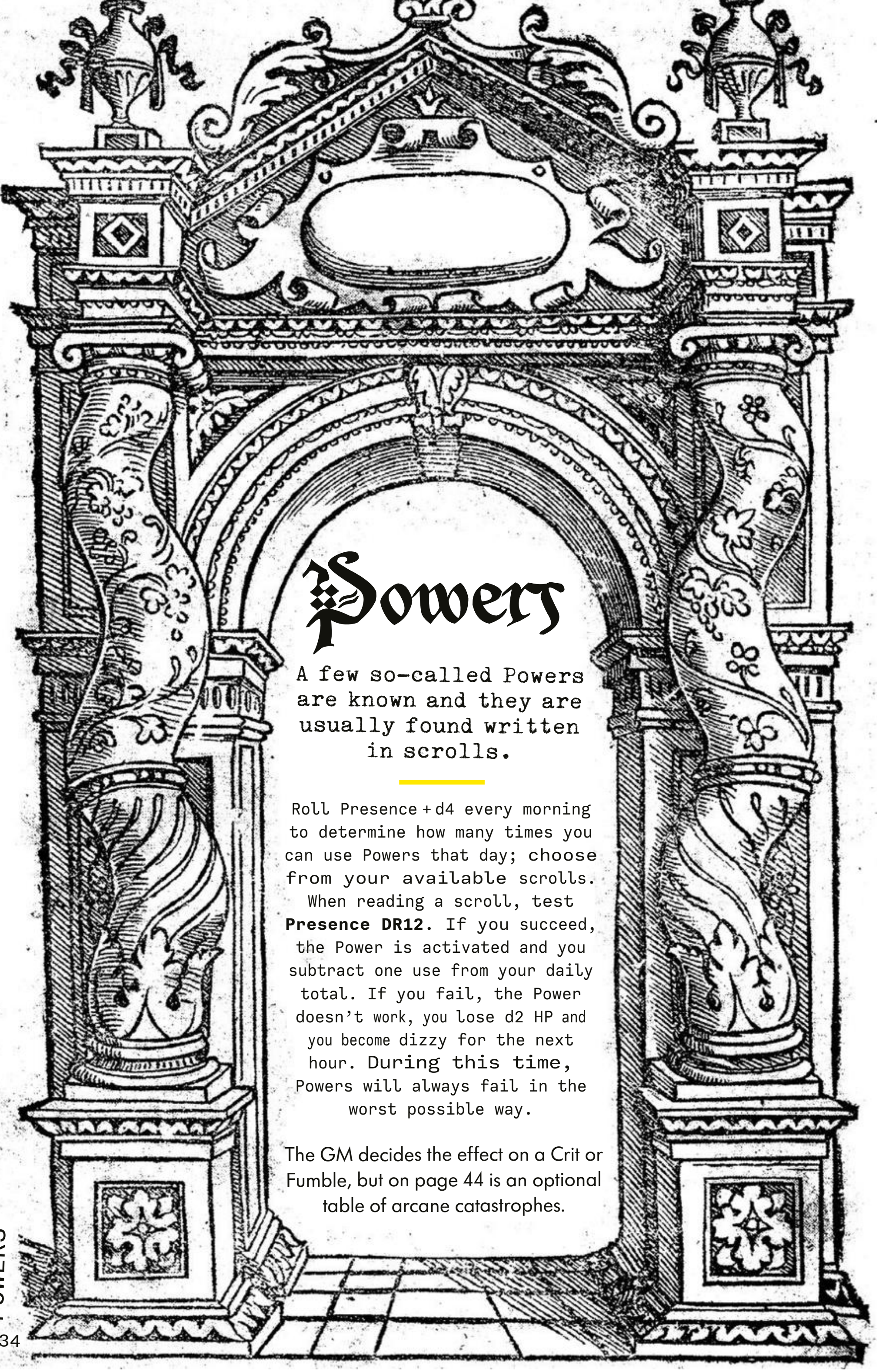
Left in the debris you find: d6

0-3 nothing
4 3d10 silver
5 an unclean scroll
6 a sacred scroll

Ability changes:

Roll a d6 against every ability. Results equal to or greater than the ability increase it by 1, to a maximum of +6. Results below the ability decrease it by 1.

Abilities from -3 to +1 are always increased by 1 unless the d6 result is 1. The ability is then reduced by 1, but never below -3.



Powers

A few so-called Powers are known and they are usually found written in scrolls.

Roll Presence + d4 every morning to determine how many times you can use Powers that day; choose from your available scrolls. When reading a scroll, test **Presence DR12.** If you succeed, the Power is activated and you subtract one use from your daily total. If you fail, the Power doesn't work, you lose d2 HP and you become dizzy for the next hour. During this time, Powers will always fail in the worst possible way.

The GM decides the effect on a Crit or Fumble, but on page 44 is an optional table of arcane catastrophes.

UNCLEAN SCROLLS d10

1. **Palms Open the Southern Gate** A ball of fire hits d2 creatures dealing d8 damage per creature.

2 **Tongue of Eris** A creature of your choice is confused for 10 minutes.

III **Te-le-kin-esis** Move an object up 1d10×10 feet for d6 minutes.

4 **Lucy-Fires Levitation** Hover for Presence + d10 rounds.

5 **Daemon of Capillaries** One creature suffocates for d6 rounds, losing d4 HP per round.

VI. **Nine Violet Signs Unknot the Storm** Produce d2 lightning bolts dealing d6 damage each.

7 **Metzhuotl Blind Your Eye** A creature becomes invisible for d6 rounds or until it is damaged, attacking/defending with DR6.

8 **Foul Psychopomp** Summon (d6): 1–3 d4 skeletons, 4–6 d4 zombies.

9 **Eyelid Blinds the Mind** d4 creatures fall asleep for one hour unless they succeed a DR14 test.

X **Death** All creatures within 30 feet lose a total of 4d10 HP.

SACRED SCROLLS d10

I **Grace of a Dead Saint** d2 creatures regain d10 HP each.

2 **Grace for a Sinner** A creature of your choice gets +d6 on one roll (damage, test etc.)

III **Whispers Pass the Gate** Ask three questions to a deceased creature.

4 **Aegis of Sorrow** A creature of your choice gains 2d6 extra HP for 10 rounds.

5 **Unmet Fate** One creature, dead for no more than a week, is awakened with terrible memories.

VI **Bestial Speech** You may speak with animals for d20 minutes.

VII **False Dawn/Night's Chariot** Light or pitch black for 3d10 minutes.

8 **Hermetic Step** You find all traps in your path for 2d10 minutes.

9 **Roskoe's Consuming Glare** d4 creatures lose d8 HP each.

10 **Enochian Syntax** One creature blindly obeys a single command.

SHE



The Basilisks demand (d20)

1. A sword that has killed exactly one dozen times
2. A widower's wedding ring
3. Sliver from a sinner's grave
4. Eyes that have seen the Shimmering Fields
5. The year's first-born goat
6. Blutday bread
7. The cuticle of an executed innocent
8. A troll's heart valves
9. A dagger onto which the condemned carved their victims' name
10. Rare anti-obsidian from the Urilian crypts
11. The forbidden brew of the hermit of Terion
12. An orgh-maggot from the ice of Kergüs
13. A body mutilated by those who loved it in life
14. Joy's lampoon written in blood
15. The gall of the Chrypt-vulture
16. Moss upon which a dying man has slept
17. A child born with the third eye
18. A body drowned in Lake Onda
19. The rear molar of the Gluttonous
20. Gems from overflowing pockets

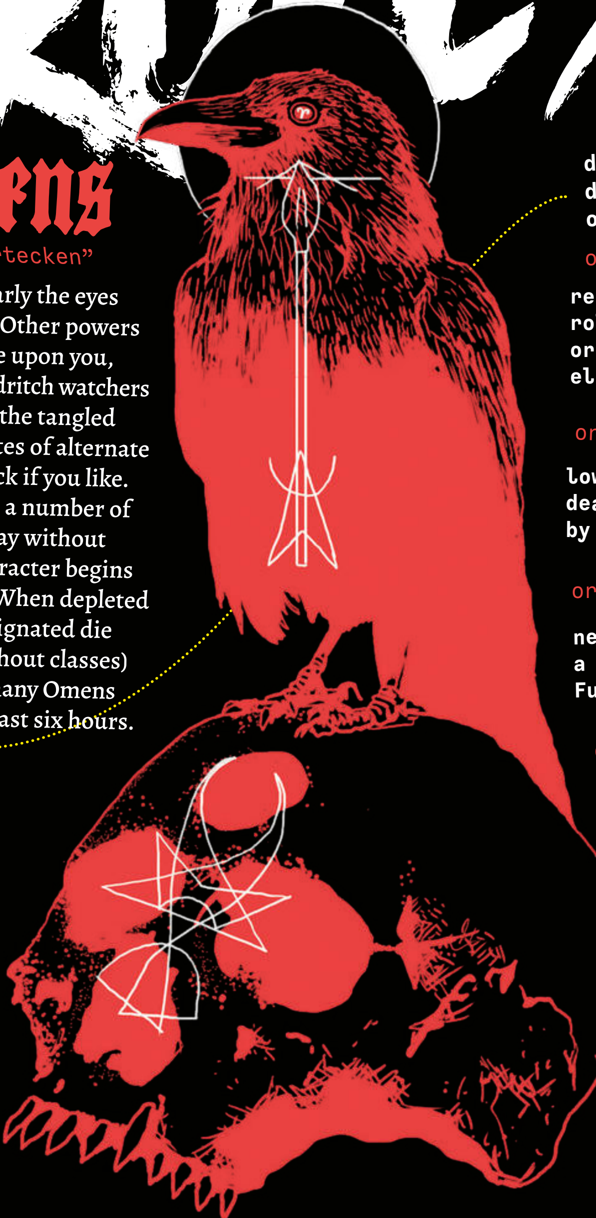


OPTIONAL RULES

Omens

“järtecken”

Clearly the eyes of Other powers are upon you, Eldritch watchers or the tangled Fates of alternate worlds. Call it luck if you like. Every class gains a number of **Omens**. If you play without classes every character begins with d2 Omens. When depleted roll the class’ designated die (d2 if playing without classes) and regain that many Omens after resting at least six hours. Use Omens to:



- deal maximum damage with one attack

or

- reroll a dice roll (yours or someone else’s)

or

- lower damage dealt to you by d6

or

- neutralize a Crit or Fumble

or

- lower one test’s DR by -4

TRAUMA, A BAD CHILDHOOD, HIDDEN HISTORY OR A TWISTED FATE ATTENDING YOUR BIRTH ALREADY SHAPED YOU.

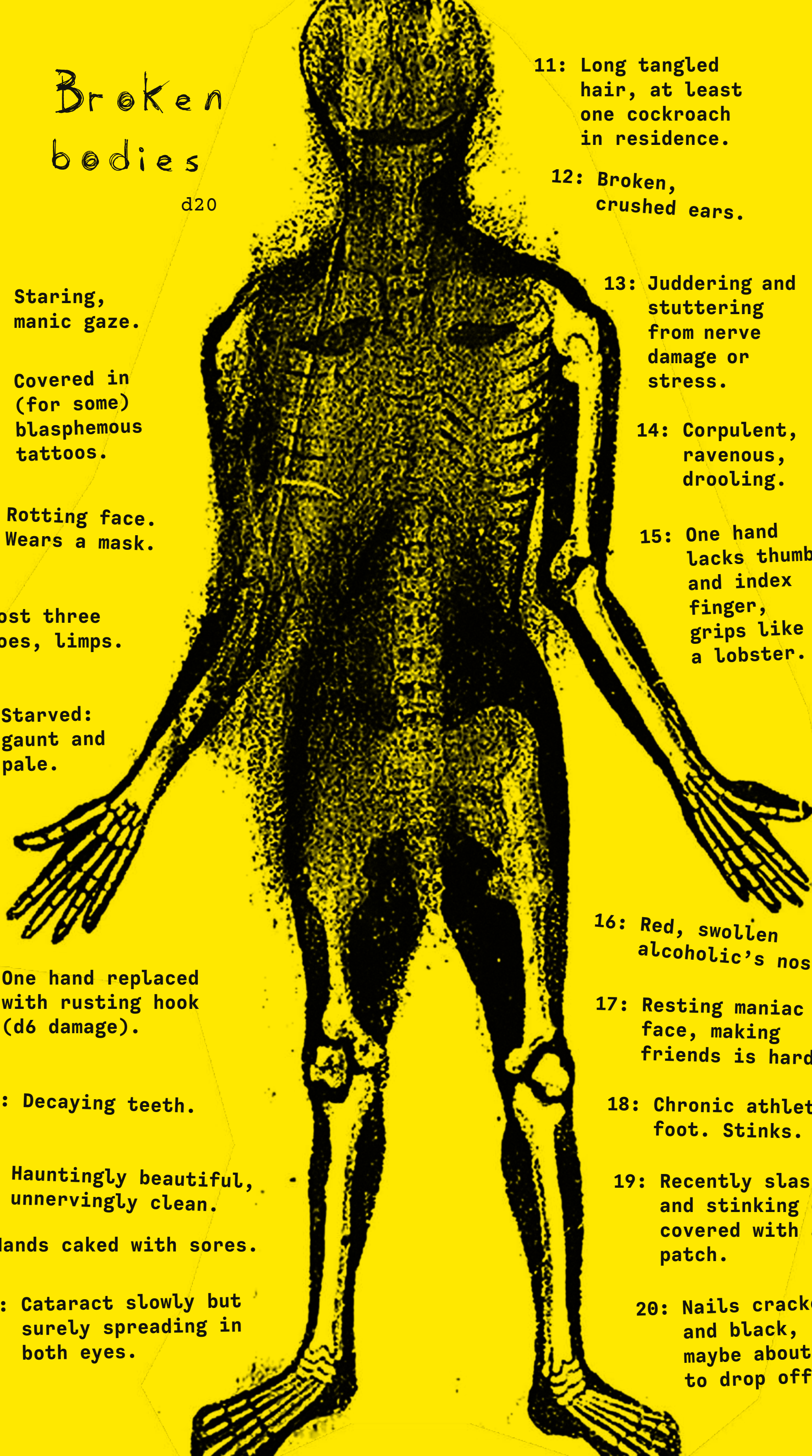
Terrible Traits d20

Roll twice

1. Endlessly aggravated
2. Inferiority complex
3. Problems with authority
4. Loud mouth
5. CRUEL
6. Egocentric
7. Nihilistic
8. Prone to substance abuse
9. Bipolar
10. Shrewd
11. Vindictive
12. Cowardly
13. Lazy
14. Suspicious
15. Ruthless
16. Worried
17. Bitter
18. Deceitful
19. Wasteful
20. Arrogant

Broken bodies

d20



1: Staring, manic gaze.

2: Covered in (for some) blasphemous tattoos.

3: Rotting face. Wears a mask.

4: Lost three toes, limps.

5: Starved: gaunt and pale.

6: One hand replaced with rusting hook (d6 damage).

7: Decaying teeth.

8: Hauntingly beautiful, unnervingly clean.

9: Hands caked with sores.

10: Cataract slowly but surely spreading in both eyes.

11: Long tangled hair, at least one cockroach in residence.

12: Broken, crushed ears.

13: Juddering and stuttering from nerve damage or stress.

14: Corpulent, ravenous, drooling.

15: One hand lacks thumb and index finger, grips like a lobster.

16: Red, swollen alcoholic's nose.

17: Resting maniac face, making friends is hard.

18: Chronic athlete's foot. Stinks.

19: Recently slashed and stinking eye covered with a patch.

20: Nails cracked and black, maybe about to drop off.

BAD HABIT

d20	
1	Obsessively collect small sharp stones.
2	Won't use a blade without testing it on your own flesh. Arms knitted with scars.
3	Can't stop drinking once you start.
4	Gambling addict. Must bet every day. If you lose, raise and bet again.
5	Cannot tolerate criticism of any kind. Results in rage and weeping.
6	Unable to get to the point. Have never actually finished a story.
7	Best friend is a skull. Carry it with you, tell it everything, you trust no one more.
8	You pick your nose so deep it bleeds.
9	Laugh hysterically at your own jokes which you then explain in detail.
10	A nihilist. You insist on telling everyone you are a nihilist and explaining why.
11	Inveterate bug eater.
12	Stress response is aesthetic display. The worse things get the fancier you need to be.
13	Permanent phlegm deposit in throat. Continuously cough, snort, spit and swallow.
14	Pyromaniac
15	Consistently lose important items and forget vital facts.
16	INSECURE SHIT-STIRRER. WILL TALK ABOUT WHOEVER JUST LEFT THE ROOM.
17	You stutter when lying.
18	You giggle insanely at the worst possible times.
19	You whistle while trying to hide. You will deny this. Whistle when 5, 7, 9, 11 or 13 is rolled on a d20.
20	You make jewelry from the teeth of the dead. If this can be considered a bad habit.

TROUBLING

The whole group can share the same backstory, or groups within the group can share a tale. Or the GM can quickly give history to a seemingly mundane character.

TALES

Roll d20 or throw a knife at the page to the right.

1 Pursued for manslaughter. There is a bounty.	2 In massive debt. The debt is being traded to successively more ruthless groups.	3 Have a rare, sought after item.	4 Have a cursed never-healing wound.
5 Had an illegal, immoral and secret affair with a member of the royal family. Has proof.	6 Escaped cult member. Terrified and paranoid. Other cultists are everywhere.	7 An identity thief who recently killed and replaced this person.	8 Banished and disowned for unspecified deeds. Can never go home.
9 Deserted military after witnessing a massacre, bounty on head. Hunted by former friends.	10 Very recently murdered a close relative. *Very recently.*	11 A puzzle cube has been calibrated incorrectly (or has it?), awakening a slumbering abomination.	12 Evil creatures love the scent of your spoor and are drawn to it, bringing disaster in your wake.
13 A battle wound left a shard of metal slowly inching closer to your heart. Every day there is a 2 % chance it reaches it.	14 Violence forced you into the wilderness. You think waving trees are whispering. You talk to, scream at, attack trees.	15 Cursed to share the nightmares of others, you sleep far, far away.	16 At permanent war with all corvids. No contact without some violence. You carry a sling.
17 After dreaming of an underground temple to a forgotten god you understand the songs of insects and worms.	18 Being tracked and observed by a golem after an agreement which you know has been wiped from your mind.	19 "Burn or be burned" is the fate you accept.	20 Your flesh heals twice as fast, but your companions twice as slow. You see a many-eyed "guardian angel."

ARCANE CATAST ROPHES

Effects in cursive are things the caster might not immediately realize.

YOU READ IT WRONG YOU ILLITERATE FOOL!

A caster who rolls the same result twice explodes in screaming black fire in which the faces of the dead are seen. D6 damage each round.Water only feeds this fire.

d20:

1. One by one your teeth fall out. Long, brittle fingernails replace them in your gums. *Your smile is horrific and you find it hard to eat.*
2. You feel fine. It's **fine**. *You pustulate with a magical STD. Those intimate with you will die of plague within d4 days then rise as woeful weeping zombies who track you down in your dreams before finding you in reality.*
3. Your skeleton is possessed by some unearthly force and will do anything to kill you and escape. Drowning or piercing is preferred so the bones are not damaged. **Test Strength DR10** in stressful situations or take d4 damage. *When you die, you become a zombie.*
4. The illusion of the celestial sphere is lifted, you now see what dwells beyond. And it sees you. Gazing upon a clear night sky drives you mad with fear.
5. Around you falls an unending snow of black ash which only you and the mad can perceive. *Water sickens you from this day on. Only ash, soot or burnt remains can quench your thirst.*
6. The earth decays around you like wet flesh. You sink 3 feet and cannot climb out without help. Clinging to you, screaming and biting are d4 translucent, crayfish-like children with your face.

   HP 3 **Morale** – **No armor** **Bite/pinch** d4
7. Your skin tatters like paper, your flesh melts like wax and your intestines bloat like balloons, bursting and falling out until all that is left is a walking, talking skeleton.
8. A gnashing gap-toothed mouth splits open on your neck. It spits out your secrets and inner thoughts *and can be silenced to sleep only with blood.*
9. The sky warps and stars spin like wheels. Thrown one day into the future, you arrive vomiting *Time* as evaporating silver bile. *A Misery is fulfilled.*
10. Light itself despises you. If you gaze upon a candle, lamp or torch it goes out.
11. *Within d4 days a vile cocoon heaves from the ground, soon bursting and spawning your exact clone. It is unintelligent and begins to spread mischief and suffering. This happens every couple of days until the ground is cleansed with holy water or fire.*
12. Your eyes burn with insufferable agony, bleeding heavily before loosening and falling from their gory pits. You continue to see through them wherever they are.
13. You and a random nearby creature pass out. *When you wake up, your souls have switched. Welcome to your new flesh.*
14. Five twisted, skeletal arms burst from your back. The hands are mischievous, violent and terribly cruel.
15. Your skin pales then begins to emit a sickly greenish light. *Living things held close to you slowly fall ill. They weaken, their bones become brittle, their teeth and hair fall out.*
16. The Power works, but fate or a demonic force perverts its effects to your precise disadvantage.
17. The scroll crumbles to tendrils of fine black powder which reach for your nose and mouth. Make a **DR14 Toughness test** or lose d10 HP.
18. The Power pierces you like a knife, feeding on your anima. You are permanently gaunt and drawn, insatiably hungry. *When resting you restore only half of the rolled HP.*
19. You fall through **Refva** into the esoteric dimension of Cube-Violet, a place of mythical obscurity. The walls are smooth, iridescent and cold. Above, an endless inferno. To leave (d4):

    1. Slay riddling **Kulvan** (strong goblin, page 58) who holds three colorless pearls.
    2. Poison a close friend with crumbled Sict-Shroom (Toughness DR16 or -d6 HP and hallucinations). They are found only within the cube.
    3. Reach up through the fire to the golden key above. d4 fingers burn to ash.
    4. The cube is perfect, and empty. You can only wait in maddening timeless silence until another fool arrives.
20. Perhaps it's for the best. **HE** emerges from the shadows. At least your suffering is short, almost instantaneous, as the two-headed basilisk devours you.

1 Fanged deserter

You have thirty or so friends who never let you down: YOUR TEETH. Disloyal, deranged or simply uncontrollable, any group that didn't boot you out you left anyway. But your parliament of teeth—enormous, protruding, thick and sharp—have always been your allies.

Bite attack: DR10 to attack, d6 damage. You must be close to your target. 1–2 on d6 chance the enemy gets a free attack.

Begins with ***2d6 × 10s*** and ***d2 Omens.***
HP: *Toughness + d10*



EARLIEST MEMORIES, D6

1. A burnt-black building in Sarkash. Your home?
2. A derelict rotting ship rolling endlessly across a grey sea.
3. A brothel in Schleswig. Quite a friendly environment.
4. Sleeping with dogs in the corner of an inn, waiting for someone to return.
5. Following an army in eastern Wästland.
6. Suckling a wolf in the wild of Bergen Chrypt.



Abilities

Built like a Bull, roll **3d6+2 for Strength.** Not a Bright Spark, roll **3d6-1 for Agility and Presence.** Normal Agility tests are **DR14** instead of DR12, excluding defence. Illiterate; your are incapable of understanding scrolls. If you begin with one then reroll, eat it or use it as toilet paper. You also begin with one of the following:

1 Crumpled Monster Mask

Strikes primitive fear into lesser creatures like goblins, gnoums and children. While worn, they check Morale every round.

2 The Brown Scimitar of Galgenbeck

A stinking sword you pulled from a military shit-ditch. D6 damage. DR10 attack and defence while you wield it. 1 in 6 chance a wounded enemy is smitten with potent sepsis, dying in 10 minutes.

3 Wizard Teeth

Four weird teeth rattle within a blackened pouch. Before battle roll a d6 for each one. For every 6 one of your attacks deals maximum damage.

4 Old Sigûrd's sling

Sigûrd was the strongest man whose throat you ever gnawed. Woven from his long grey hair, this sling has never failed you. 2d4 damage, requires fist-sized rocks which, perhaps regrettably, are everywhere.

5 Ancient Gore-Hound

Asthmatic, deluded and on its last legs, this wizened creature still has a superb nose and can sniffle up treasure in the most disgusting debris. Attacks with DR10 (bite d6). Defends with DR12, 10 HP. Becomes frenzied around goblins and berserkers.

6 The Shoe of Death's Horse

It looks normal but since finding it in an obscure crypt you are convinced this shoe came from the horse of Death himself. In your hands it hits with DR10, d4 damage. 1 in 6 chance the shoe smashes the skull, instantly killing small-to-medium sized creatures. The shoe returns to your hand like a boomerang.

2 Gutterborn Scum

An ill star smiled upon your birth. Poverty, crime and bad parenting didn't help either. In your community an honest day's work was never an option. Not that you ever tried, what are you, some kind of mug? A razor blade and a moonless night are worth a week of chump-work.

Begins with 1d6×10s and d2 Omens. HP: Toughness+d6

Bad Birth, d6

1. Dumped onto a moving shit-cart still in your birth caul.
2. Mother hanged from a tree outside of Galgenbeck, you fell from the corpse.
3. Raised by rats in the gutters of Grift.
4. Kicked and beaten beneath a baker's table in Schleswig.
5. Escaped the Tvelandian orphanarium.
6. Educated by outlaws in a hovel south of Alliáns.

Abilities

Small, roll 3d6-2 for Strength. Stealthy, all Presence and Agility tests have their DR reduced by 2 (normal tests are DR10 instead of DR12). Roll d6 on the weapon table and d2 on the armor table. You also begin with one **specialty:**

1 Coward's Jab

When attacking by surprise test Agility DR10. On a success you automatically hit once with a light one-handed weapon, dealing normal damage +3.

2 Filthy Fingersmith

Your snaky little digits get into pockets and pick locks with a DR8 Agility test. You also begin with lockpicks!

3 Abominable Gob Lobber

Your phlegm is viscous, lumpy, vile and ballistically accurate at short range. You can spit d2 times during a fight. Roll a DR8 Presence test for accuracy. Targets are blinded, retching and vomiting for d4 rounds. Anyone witnessing this—friend and foe—must make a Toughness test to not also vomit. PCs test DR10 and enemies DR12.

4 Escaping Fate

Every time you use an omen there is a 50% chance it is not spent.

5 Excretal Stealth

You have an astounding, almost preternatural ability to hide in muck, debris and filth. When hidden in these conditions a DR16 Presence test is required to notice you.

6 Dodging Death

You are so unpleasant, irrelevant, disgusting and vile even Death would rather avoid you if it can. On death, if there is even the slightest possibility that you survived, there is a 50% chance that you did. If successful, after 10 rounds you pop back up with d4 HP and an unlikely explanation of your escape.

The first time the Scum gets better (see ***Getting better***, page 33) another specialty is rolled. From the second time the Scum gets better it's possible to reroll these two specialities or just one.

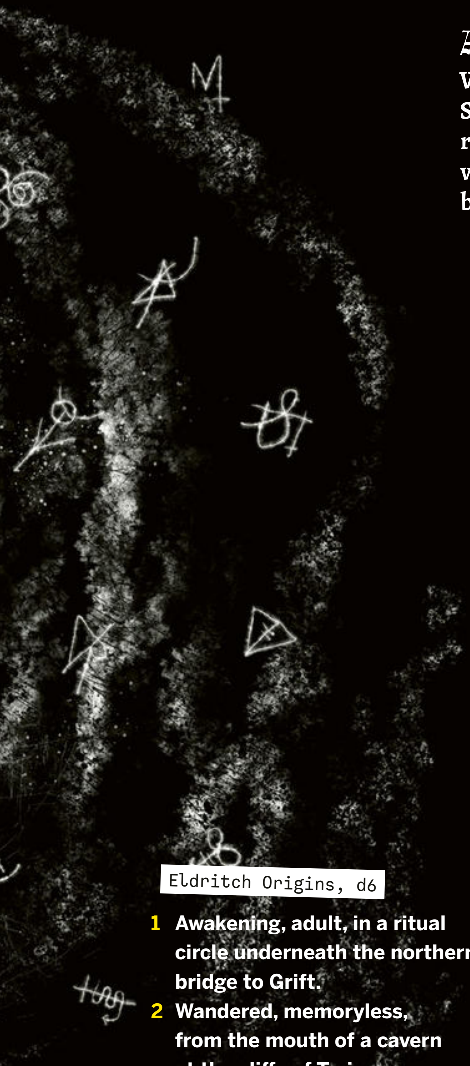




3 Esoteric hermit

The stone of your cave is one with the stars. Silence and perfection. Now the chaos of a fallen world disturbs your rituals and the caul of night grows blacker than your cavern's gloom. Irritating!

Begins with 1d6×10s and d4 Omens. HP: Toughness+d4



Abilities

Wise, roll 3D6+2 for Presence. Weak, roll 3D6–2 for Strength. Ordinary starting equipment plus one random scroll (sacred or unclean). Roll a D4 on the weapons table and D2 on the armor table. You also begin with one of the following:

01 Master of Fate

What use are maps when the substance of causality itself is open to you? You know the right way with a DR8 Presence test.

02 A Book of Boiling Blood

You may open and read from this book once a day. Your enemy must make a DR12 test to prevent this. If they fail D2 Berserker-slayers (see page 60) appear from the depths of a forgotten dimension of blood. Roll a D6. On a 1–4 these creatures fight alongside you. On a 5–6 they turn on you, attempting to kill you and destroy the book. After the battle they return to their imprisonment.

03 Speaker of Truths

Twice per day use your wisdom, knowledge, advice and inner calm to bring clarity to a creature of your choice. The DR of the next test they undertake is lowered by 4.

04 Initiate of the Invisible College

Once per day you may summon D2 scrolls, whose power can be used only once.
Roll a d4, on a 1–2 the scrolls are sacred, on a 3–4, unclean.
If the scrolls are not used before sunrise they turn to ash.

05 Bard of the Undying

You learnt your melodies in the Otherworld. The music of your Harp gives +D4 on reaction rolls.

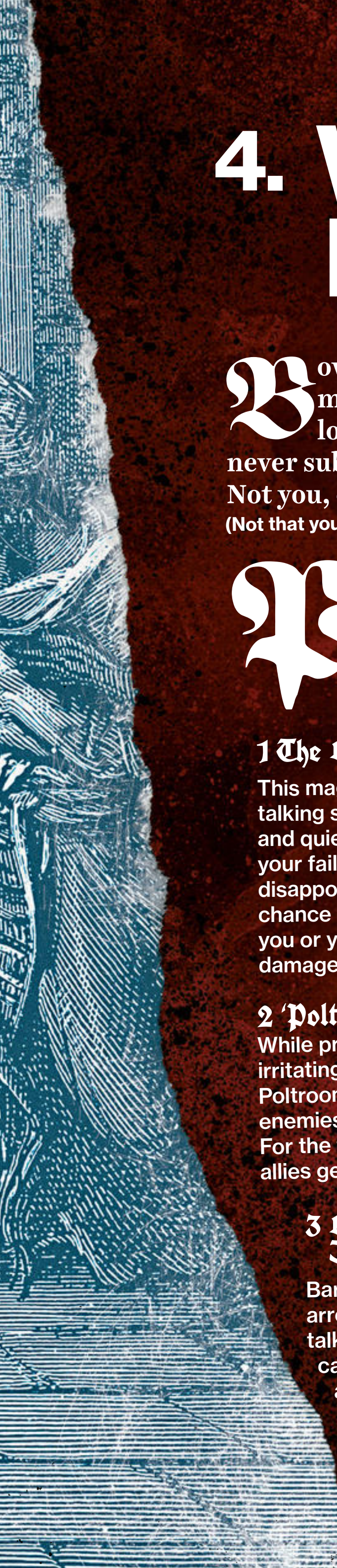
06 Hawk as weapon

Your crafty almost-intelligent hawk is loyal only to you. Even without shared language, you understand its cries as it keeps watch, scouts and swoops to attack foes. Attacks/defence DR10 (claws/bite D4), HP 8.

Eldritch Origins, d6

1. Awakening, adult, in a ritual circle underneath the northern bridge to Grift.
2. Wandered, memoryless, from the mouth of a cavern at the cliffs of Terion.
3. Single child survivor of an incident in the **Valley of the Unfortunate Undead.**
4. Dying of plague in a Bergen Chrypt hovel, you touched something from outside.
5. An average individual until you encountered something in a dim glade in Sarkash.
6. Raised on a lonely island in Lake Onda. No one else has ever heard of this island and you can't return.





4. Wretched Royalty

Bowed down only by the memories of your own lost glory, you could never submit to anyone else. Not you, of noble blood!

Begins with 4d6×10s and d2 Omens.

HP: Toughness + d6.

(Not that you expect any of these peons to understand the depths of your sorrow.)

Painfully average, you adjust no abilities. Roll a d8 on the weapons table. Roll a d4 on the armor table but reroll if you receive heavy armor. You begin with two of the following:

1 The Blade of your Ancestors

This magnificent and clearly magical talking sword is foppish, unreliable and quietly despises you. It taunts your failures and, if continually disappointed, develops a 1 in 6 chance to 'accidentally' attack you or your companions. Deals d6+1 damage. Attack/Defence DR is 10.

2 'Poltroon' the Court Jester

While practically useless, personally irritating and an emotional drain, Poltroon's capering actually makes enemies lose their focus in combat. For the first two rounds you and your allies get +2 on attack/defence.

3 Barbarister the Incredible Horse

Barbarister is magical, intelligent, arrogant and vain. He can also talk. If you can persuade him to care, Barbarister occasionally adds +2 to Presence tests involving logic and intellect. The horse may be smarter than you and is quite aware of this.

4 Hamfund the Squire

This intensely cowardly servant acts only as guardian for the scabbard of the cursed sword Eurekia. Once per combat, if Ham can be found, Eurekia may be drawn. The sword does 2d6 damage, and for every swing of Eurekia roll a d6. On a 1 the squire is slain and Eurekia vanishes forever.

5 The Snake-Skin Gift

An expensive sandalwood box bound in snakeskin. It contains a seemingly ordinary dagger, wrapped in silk. The dagger does d4 damage but on a 1 the target dies immediately of deadly poison weeping from the blade.

6 Horn of the Schleswig Lords!

Once per day release a blare from this dented old trumpet and test Presence DR12. One creature may make their next non-combat test an automatic success.

Things were going so well, until... (d6)

1 your Wästland palace was reduced to rubble.
2 your caravan kingdom of Tveland fell into penury.
3 King Fathmu IX's brother Zigmund, your father, was murdered.
4 the southern empire of Südglans sank into the sea.
5 Anthelia demanded a gift of noble blood.
6 two young princes were kidnapped west of Bergen Chrypt and disappeared into the black crevasse of the eastern slopes.



5 Heretical Priest

HUNTED BY the Two-Headed Basilisks of the One True Faith, this heretic can be found raving in ruins, traipsing endlessly down dusty roads and desecrating cathedrals by night.

Begins with 3d6 × 10s and d4 Omens. HP: Toughness + d8

Abilities Insightful, roll 3d6+2 for Presence. Frail, roll 3d6-2 for Strength. Roll a d8 on the weapons table and may use Powers while wearing medium armor. You begin with one of the following:

Unholy origins

1. Galgenbeck, near the cathedral of the Two-Headed Basilisks.
2. Massacred Alliáns cult, sole survivor.
3. The crypts of Grift.
4. Temple ruins in the Valley of the Unfortunate Undead.
5. One of the many Graven-Tosk thief-tunnels.
6. Secret Bergen Chrypt church.

1 Sacred shepherd's crook

Its head a hook of human bone inscribed with overlapping anti-prayers. This crook hooks through other worlds. Staff does 2d4 damage except to faithless humans.

2 Stolen Mitre

While wearing this holy hat the priest's vile body fades, becoming hard to hit in combat (Defence DR10). If pulled over the ears outside of battle the priest becomes nearly invisible, testing stealth against DR8.

3 List of Sins

A long and accurate document cross-referenced against reality to discover unseen evil-doers. Successful Presence DR10: A strange light surrounds evil creatures. The list's owner defends with +2 against any being discovered this way.

4 The Blasphemous Nechrubel Bible

So intensely blasphemous even the Priests themselves can only peruse it once per day. When read, roll a die.
Even result: For the rest of the day PCs heal d4 HP after just five minutes of rest.
Odd result: The priest is plagued by demonic hallucinations. The DM may invent d3 things that only the Priest can see and describe them to the player as if true. This effect ends with sunrise.

5 Stones taken from Thel-Emas' Lost Temple

Cast the stones on the ground. Their pattern reveals if danger lurks in an adjacent room. The stones can lie. The priest tests Presence DR10 to see if they are true but after failing they cannot test again until the sun has set.

666 (WRONG JESUS) CRUCIFIX

The crucifix can be used in encounters with the undead as well as lesser trolls and goblins. Check morale (add or subtract the priest's Presence modifier) to see if the creatures bow and kindly remove themselves.



6 Occult Herbmaster

Born of the mushroom, raised in the glade, watched by the eye of the moon in a silverblack pool.

Begins with 2d6 × 10s and d2 Omens. *HP*: Toughness + d6

ABILITIES

Tough as wood, roll 3d6+2 Toughness. Low in protein, roll 3d6-2 Strength. Roll d6 on the weapons table and d2 on the armor table. You carry a portable laboratory and continually search for frequently expended ingredients. Daily you have the materials to create two randomly determined decoctions and can brew a total of d4 doses. If unused they lose vitality after 24 hours.

1. **Red Poison** Toughness DR12 or -d10 HP.
2. **Ezumiels Vapor** Pass a DR14 test or severe (and arguably fun) hallucinations for d4 hours.
3. **Southern Frog Stew** Vomit for d4 hours, pass a DR14 test or you can do nothing else.
4. **Elixir Vitalis** Heals d6 HP and stops infection. Can be habit-forming.
5. **Spider-Owl Soup** See in darkness, climb on walls for 30 minutes.
6. **Fernor's Philtre** Translucent oil, must be dabbed right into the eye. Heals infection and gives +2 on Presence tests for d4 hours.
7. **Hyphos' Enervating Snuff** Berserk! Two attacks per round but defend with DR14. Lasts one fight. Must be snorted, causes sneezing.
8. **Black Poison** Toughness DR14 or -d6 HP and blinded for one hour.



(d8)

Probably raised in 1-3: calm isolation in the Sarkash dark.

… but may also come from 4: the illegal midnight markets of Schleswig.

5: the heretic isle of Crëlut, two nautical miles east of Grift.

6: the old frozen ruins not far from Alliáns.

7: a little witches cottage in Galgenbeck.

8: the ruins of the Shadow King's manse, thick with memories of mushrooms and smoke.

Creatures

a selection



All goblins carry a curse.

Once like you, they are now trapped in the prison of their crazed goblin flesh. Only their eyes reveal the truth: a ruined mind watching its body-prison perform terrible deeds. Even being attacked by goblins sends the curse, carried on the winds of their hate. Hit or miss, it doesn't matter. In the dark of Sarkash they shoot at passers-by with twanging bows. You must find and kill the goblin before your mind is paralyzed. If the curse-carrying creature still lives d6 days after the attack, you will warp irrevocably into one yourself. Then, only the dark of Sarkash will hide you.

SETH

GOBLIN

HP 6 **Morale** 7
Ropy skin -d2
Knife/shortbow d4
Special Quick, attacks and defence are DR14.



Captured **50-120s**
(wanted, serious crime)

Dead **20-70s**
(wanted, serious crime)

BENT

Scum

HP 7 **Morale** 8 **No armor**
Poisoned knife d4 + special
Special Poisoned knife. Test Toughness DR10 or become infected.

There are few fiends more fell than poverty or monsters more powerful than hate. In this stricken world, the slums and black alleyways are fecund scum, mothering countless abhorred miscreants. **The PC with the highest Presence makes a DR14 test at the start of battle.** Failure means a random party member is automatically hit with a cowardly backstab—normal damage +3.

Captured 55s
Dead 20s
Blood, per litre 3s



ZUKUMA

Berserker

HP 13 **Morale** 9
Hardened skin -d2

They're on you!
As if from nowhere, a frenzied ambush in dusty hallways and from behind the stacked black stones of catacombs.

Special Attacks twice per round but doesn't have time for defence (DR10 to hit them).

Wields (d4)
1. **Long flail d8**
2. **Heavy mace d6**
3. **Chained sword d6**
4. **Huge warhammer d10**



Captured 120s
Skull 70s
Ectoplasm 25s

WRAT

Wraith

HP 15 **Morale** – **No armor**
Touch d4 + special
Special Swift, elusive and difficult to hit (DR14). These soundless phantoms always win initiative.
Their touch drains Strength, Presence and Agility by 1 for the duration of the fight.

BELZE

blood-drenched skeleton

HP 7 **Morale** 8 **No armor**
Shortsword d4 or **Knife** d4
Bony knuckles d2
Special Skulks about, impossibly soundless. Attacks by surprise. Can mimic voices to lure victims, but can only repeat what it has heard. Attacks on them with piercing weapons are DR14. Any strike doing 5 or more damage destroys the skeleton completely.



Captured
35s

Destroyed
7s

Lich

Captured
200s

Remains
130s

Skull
100s

Undead (weak) necromancer

HP 15 **Morale** –
Barrier (necro) -d4
Strike d6 + special
Special Paralyzing touch (Presence DR14 every round to break free).

No one can use Powers near this anti-magical wound in reality. Every round they can steal the contents of a nearby scroll and use this Power against its owner.

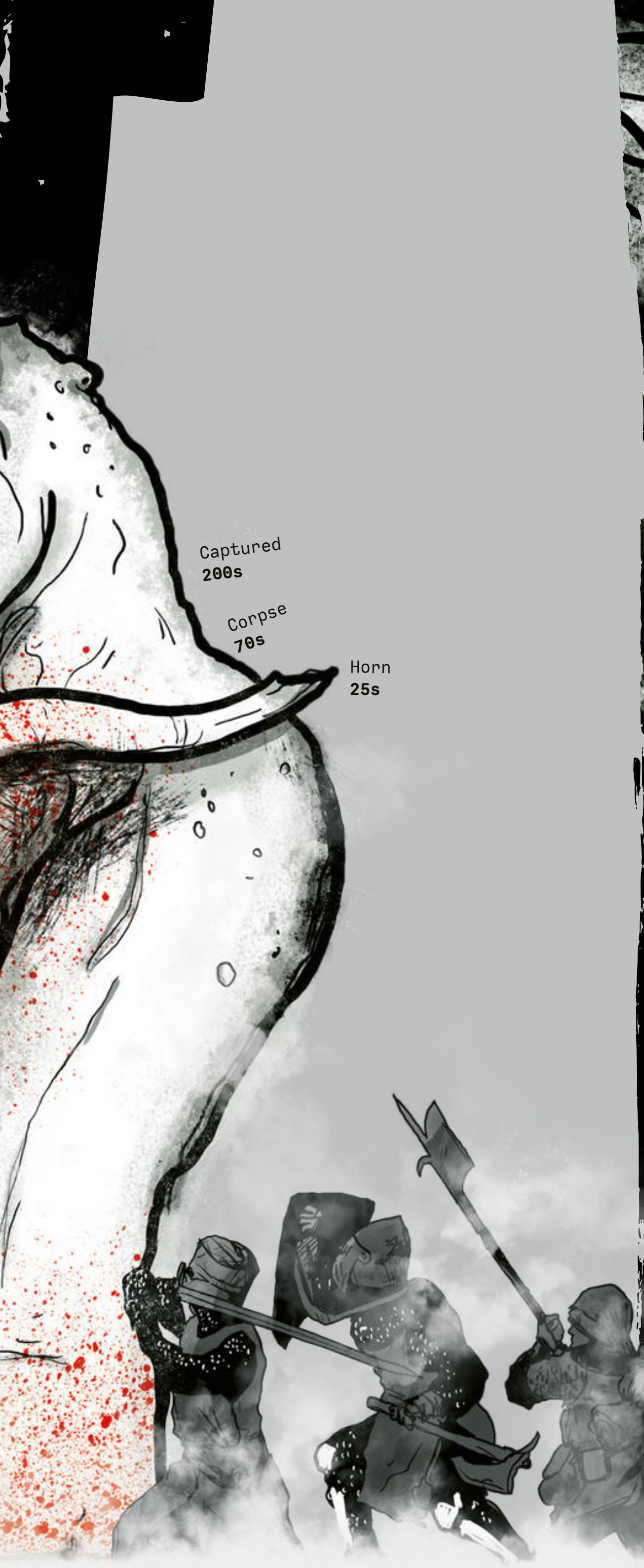




TROLL

HP 32 **Morale** special
Thick hide -d2, **Fist** 2d6
Special easy to hit; attacks are DR10.

Cowards despite their size. Usually retreat if badly wounded. Never forget who hurt them. They grow larger during the healing process and will definitely come back, stronger than before. Any HP healed is added to their maximum HP. Every time they return, add another d6 to their damage.





NODH

zombie

HP 7 **Morale** –
Leather scraps -d2
Claw/bite d2 + special
Special: Anyone bitten tests **Toughness DR8** or dies within two days before rising as a zombie. The only cure or vaccine is said to be found at the peak of a pale mountain within an infinitely-miserable forest of dark leaves.

King Fathmu IX of Wästland in particular seeks this cure and knows the name and location of the forest which the mountain overlooks.

undead doll

LADY PORCELAIN

HP 11 **Morale** – **Porcelain** -d2 **Claws/piercing bite** d4

In Tveland relic thieves, defamers and corrupt clerks suffer a punishment of exquisite and deeply impractical cruelty. Their children or grandchildren are enclosed in porcelain dolls then placed in cathedral windows, to die slowly of starvation and heat. Despite warding rituals, many return as vengeful undead, often gathering in large throngs to hunt their tormentors. Their mad gaze demands a **Presence DR12 test** at the start of combat to avoid being frozen with fear for d4 rounds.

Head **20s**

Captured **80s**

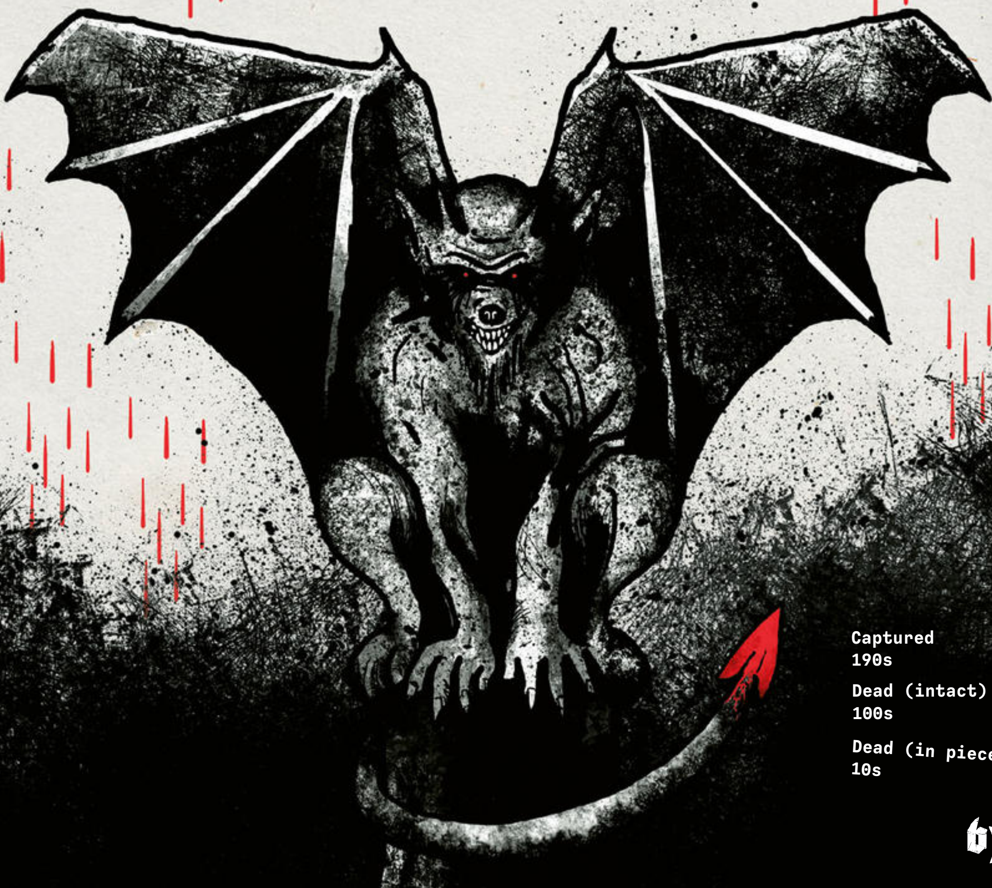


THINX

Grotesque

HP 18 **Morale** –
Clay/stone –d6
Claws d6 **Eye-beam** d8

Lurking round churches, stalking graveyards, creeping closer when you look away. Disturbingly still, difficult to discern against gray stone and hard to recognize even when seen. They move slowly and are easy to hit (DR10).
Their terrifying gaze is used on 1–2 on a d6 each round. Always hits.



Captured
190s

Dead (intact)
100s

Dead (in pieces)
10s



Captured **60s**

Decapitated lantern **15s**

Corpse **20s**

ALAND

Wickhead knife-wielder

HP 10 **Morale** 7 **No armor**
Knife with dried blood d4
Sneaks up behind its victims, silent as the grave. Skulks around the cities' outskirts and the thickets of Sarkash.
25% chance wounds from the insanely filthy knife become infected.

Special: Can magically douse all nearby light sources, ignite its own blinding light and attack. Then vanish into the darkness.

200s Captured
100s Corpse
60s Poison gland
60s Tail spike



EULOTHA

wyvern

HP 25 **Morale** 10
Thick hide -d4
Bite/Sting d6
Special 60% chance that she bites. The tail's venomous sting can paralyze a victim. Test Toughness DR14 to avoid one painful hour of paralysis.



1. Earthbound

HP 8 **Morale** 7 **Leather** -d2
Staff/Femur d4

These freaks are roughly three parts human to one part dog. Society sees them as foul, diseased and disloyal for a carrier of canine blood. Isolation and contempt have made them self-reliant scavengers.

Trait (d4)
1. Arrogant 2. Quiet
3. Joking 4. Hypochondriac

Speciality (d4)
1. Excellent cooking (d4 extra HP when resting)
2. Finds the right path
3. Senses danger
4. Makes/repairs items

Values (d6)
1. Fireplace discussions
2. Praise 3. Endless tasks
4. Items as payment
5. Carnal relations
6. Diluted black poison

2. Wild Wickhead

HP 10 **Morale** 7 **No armor, Knife** d4

Wickheads are solitary by nature, but the wildest and vilest are cast even from that loose community. Wandering forests and rambling ruins, they take any company they can find. Fickle, suspicious and bad, you would be well-advised to keep them chained.

Trait (d4)
1. Grumpy 2. Apathetic
3. Careless 4. Moody

Specialty (d4)
1-2. Walking lightsource
3. Expert with a knife (d4+2)
4. Backstab (test DR8 with d20 rolled by the GM. Deals weapon damage +3)

Aside from their specialty they will carry up to five items.

Values (d6)
1. Holding long monologues about oneself
2. Verbal conflicts within the group
3. Getting paid in sharp weapons
4. Burnt meat 5. Depressing stories
6. Captured slaves

asts followers

Money might cross hands but these weirdos don't cost silver to hire. Vagrants and refugees driven by loneliness, they just want somewhere to belong. Which is exactly why they often break into a run and disappear, usually at the mosts critical moments.

The GM makes a morale check from time to time (succeed and the outcast stays) and **adds the group's highest Presence to the roll.** The GM should also consider whether or not the group provides the outcast with the things he/she/it values.



3. Pale one

HP 5 **Morale** 8 **No armor, unarmed** d2

As if fallen from the stars the pale ones fit in nowhere. This unwilling alienation makes them destructive and detached.

Trait (d4)
1. Bitter 2. Incoherent
3. Mute 4. Self-harming behaviour

Speciality (d4), once per day
1. Create d2 doses of a random decoction (see the class Occult Herbmaster)
2. Create d2 doses Elixir Vitalis (heals d6 HP and stops infection)
3. Use one random unclean Power
4. Use one random sacred Power

Values (d6)
1. Not having to use their speciality all the time 2. Cleanliness
3. Listening to melancholic melodies
4. A couple of hours alone in darkness
5. Wine
6. Obscure rituals with the group

4. Prowler

HP 8 **Morale** 8 **Leather** -d2 **Knife/Femur** d4
Occasionally **filthy shortsword** d4+1

Lawless good-for-nothing crooks banished from civilization. Low on resources, allies and basic decency they seek retribution ... and coin.

Traits (d4)
1. Lazy 2. Bragging
3. Liar 4. Traitor

Speciality (d4), DR8
1. Disarm traps (you need to find them first)
2. Steal single items
3. Climb impossible routes alone
4. Finds trails and corners that keep the group hidden.

Values (d6)
1. Payment in silver
2. Food
3. Gossip
4. Liquor
5. Pointless death
6. Getting the credit for exploits





Rotblack Sludge

or

The Shadow King's Lost Heir

an introductory dungeon crawl for

MÖRK BORG

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You face execution for heretical theft but a masked Seer, a Courtier of the Shadow King, offered you a chance at life. The King's one true heir, his son Aldon, is missing. Without an heir the Shadow King will eventually be forced to hand his crown to his imbecile brother. Get him back discreetly and wealth, life and freedom will be yours. It's believed Aldon is imprisoned in an infamous underground locale, a place no free man would willingly go, a place called **The Accursed Den.**

---

d8 things the Seer may see

This masked seer is somewhat odd and delirious but offers to scry the Accursed Den and tell you two truths.

1. A mysterious **house of glass,** within it lairs the leader of a cult. *(true)*
2. **Gasses leak from holes and cracks,** driving anyone who breathes them mad. *(false)*
3. **Cannibals!** They feast upon their own kind! *(true)*
4. The lamps burn red, the lamp-oil **touched with human blood!** *(uncertain, largely untrue)*
5. An ancient man lives within a ruined room. **Fear and avoid him.** *(false)*
6. Something hungers in the depths, **an enormous creature** like a vast intestine! *(true)*
7. I fear Aldon may be **unwilling to leave this place.** *(true)*
8. **I fear none have ever willingly escaped the Accursed Den!** *(uncertain)*

D4 random encounters

Only roll in

- Pump room (7)
- Chain room (8)
- Debris room (14)

Choose which table to roll on but table B should only be used once.

TABLE A

1

D4 Dusk gnoums
They crawl from holes and climb the walls. Small, quick but frail.
- DR14 to hit them.

HP 4 Morale 7
No armor
- **Knife D4**

2

D2 Mongrels
Massive black dogs with shaggy, oily fur.
HP 8 Morale 9
No armor
- **Bite D4 +1:** infection if TOUGHNESS DR12 is failed.

3

D4 Guards with sharpened teeth
Weak and gaunt. Lick their lips.
HP 6 Morale 7
Leather –D2
- **Shortsword D4**
- **Bite D4**

Nesting Death
Hound-sized spider that built a nest of bones in the ceiling.
- Wins initiative on 1–4.

HP 12 Morale –
Thick carapace –D2
- **Bite D4:** test TOUGHNESS DR12 to avoid freezing (tests are DR+2 for one hour).

TABLE B (ONLY ONCE DURING THE SCENARIO)

1

Distraught spirit
Agitated by the depravities and cannibalism plaguing the den, pleads with PCs to end the horror. Can tell the PCs about the Gutworm.

2

Bazaar from a distorted dimension
Sagsobuth manifests. An interdimensional trader, she sells ***violet poison*** for 30s (DR14, 2D10 damage, D4+1 doses) and offers a ***Beechwood Tube*** for 30s. The tube contains a ***foul protean scroll***: each dawn this scroll has a new unclean Power. The Power can be used once. It is misinterpreted on 1–3 on a D20 instead of a 1.

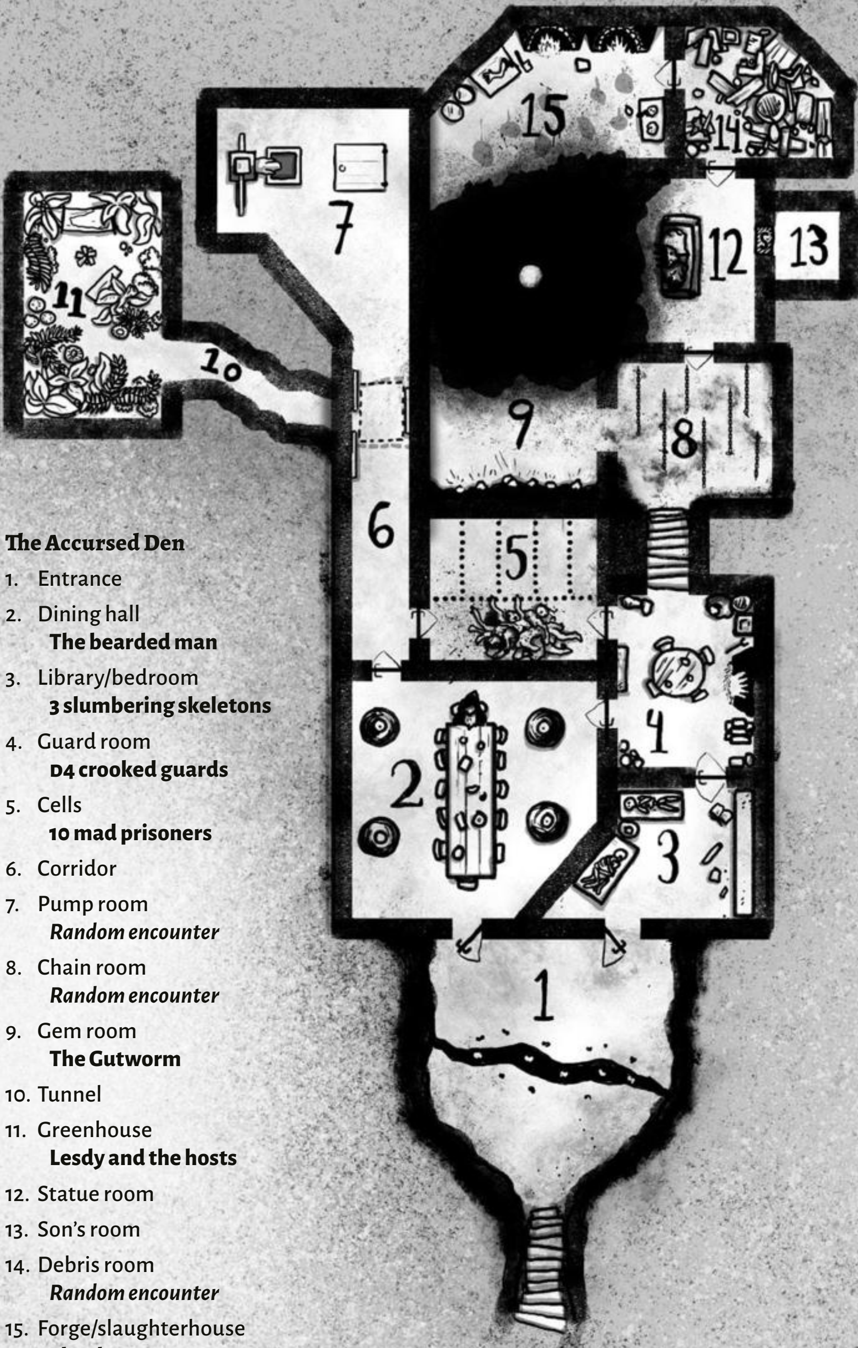
3

A terrible silence torments the PCs. All sounds are inexplicably muted in this room.

Sagsobuth
Shapeless and ethereal. Her face a vortex of light.
- Cannot be harmed but will not attack unless provoked.
- **Explosion:** 2D10 damage distributed among the group.

4

A sarcophagus is in the middle of this room. If anyone opens its lid all PCs are sucked into the sarcophagus and teleported to **the camp in room 11 (the greenhouse).**



The Accursed Den

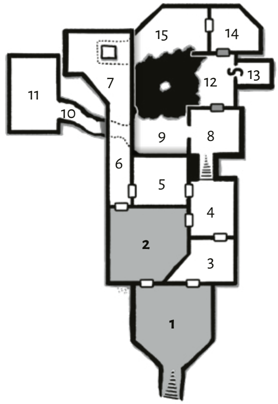
1. Entrance
2. Dining hall
   The bearded man
3. Library/bedroom
   3 slumbering skeletons
4. Guard room
   D4 crooked guards
5. Cells
   10 mad prisoners
6. Corridor
7. Pump room
   Random encounter
8. Chain room
   Random encounter
9. Gem room
   The Gutworm
10. Tunnel
11. Greenhouse
    Lesdy and the hosts
12. Statue room
13. Son's room
14. Debris room
    Random encounter
15. Forge/slaughterhouse
    Fletcher

1. Entrance

Stale smell.

- **Lit oil lantern** hangs from the ceiling.
- **Small stream of water** crosses the room from holes in the walls. **Black-violet butterflies** flap haplessly over the water.
- **NORTH: two wooden doors ajar.** Faint violin music can be heard from behind both.
- **SOUTH: flight of stairs** leading outside.

EAT THE BUTTERFLIES: heal D6 HP.



2. Dining hall

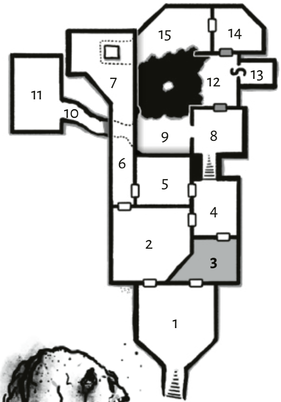
Warm and bright. Rotten smell. Faint, sad violin music from the north.

- **4 giant oil lamps.**
- **Large wooden table** with 20 chairs. Set with mugs, plates and spoons but no food or drink.
- **A bearded man** sits at the far end of the table. Skin ashen grey, eyes dark, dressed in a dusty old cloak. It is impossible to communicate or contact him. You can poke, hit or attack him without response.
- **NORTH: quiet door** to the corridor.
- **EAST: creaking door** to the guard room. The guards audibly complain and move about.
- **SOUTH: wooden door** to the entrance.

IF EVERYONE IS SEATED AT THE TABLE: The man comes to his senses and erupts with rumbling laughter. He tells stories of old for a few minutes but slowly and irrevocably regresses into his own world again.

The guards in room 4 hear any noise made here.







3. Library / bedroom

Cool, slightly smoky air.

- **A pair of torches** are dimly glowing.
- **2 beds:** three skeletons (likely human).
- **Gigantic bookshelf:** obscure literature, written with a frenzied hand in an unknown language.
- **Bedside table:** withered flowers in a clay vase.
- **NORTH:** **heavy door** to the guard room. An ear pressed against it will hear voices.
- **SOUTH:** **wooden door** to the entrance.

STEAL THE FLOWERS OR A BOOK: If anyone carries the vase or a book out of this room the skeletons awaken and attack.

STUDY THE BOOKS MORE CLOSELY, D4:

1. Booklet. The text can be interpreted and appears to be a **random unclean scroll (see page 35).** The skeletons do **not** awaken if taken.
2. The reader gets light-headed and for the next half hour, gains DR+2 on PRESENCE and AGILITY tests.
3. The text is completely incomprehensible.
4. The text makes the reader yell: *"you dead, arise!"* after which a **tired crystal demon** appears. The skeletons do **not** awaken.

The guards in room 4 hear any noise made here.

3 slumbering skeletons
Thoughtless, without goal.
HP 5 **Morale 7** **No armor**
▸ **Bony fists D4**
One skeleton: **Jagged scimitar D4**

Tired crystal demon
Bound to this room, longing for a way to escape.
▸ Cannot be harmed.
▸ The demon will **drain the text** from one scroll. It sends out a **Mental shockwave** before vanishing into thin air.
▸ **Mental shockwave:** Any PC failing a PRESENCE DR12 is unable to use Powers for the rest of the scenario and loses D6 HP.

4. Guard room

Rotten stench. Hot. Sad violin music from the staircase.

- **Crooked guards (D4)** pass time here.
  One carries **prison cell keys** (room 5).
- **Fireplace** is blazing hot.
- **Debris and wooden table** with chairs.
- **NORTH: rickety wooden stairs** to the chain room. The oil lamp, chains and hooks in the ceiling can be seen, but not the floor.
- **WEST: iron door** to the cells, scratching noises are heard, **creaking door** to the dining hall.
- **SOUTH: heavy door** to the library/bedroom.

RANSACK THE ROOM (D6, ROLL TWICE):

1. Bony remains of a dog. There is still some meat (enough to sustain one person for one day).
2. Necklace with a black stone.
3. 3D10 silver.
4. Urn with a fine powder (poison DR14 or –D8 HP)
5. 1–3: sacred scroll, 4–6: box containing a small beetle (harmless but bites).
6. Small crossbow (D6) with PRESENCE + 6 bolts.

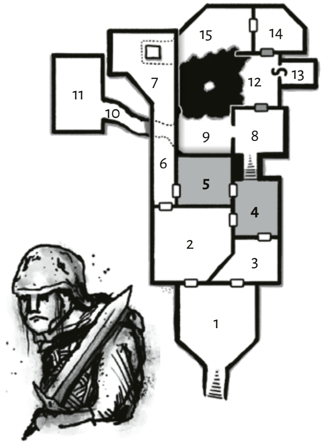
5. Cells

Repulsive stench of death and gore, bodies everywhere.

- **Corpses.** Some whole, some torn apart.
- **Prisoners.** Emaciated and pleading but mad.
- **EAST: iron door** to the guard room, audible voices.
- **WEST: stuck door** to the corridor, dead silent.

GET TOO CLOSE TO THE CELLS: The hungry and insane prisoners strangle anyone passing through. Test AGILITY DR12 to avoid and STRENGTH DR12 to break free or take –D4 HP per round.

The guards in room 4 hear any noise made here.



D4 crooked guards

They follow Fletcher's every word. He cursed their memories and they do not recall why they serve him. They don't care about Lesdy in the greenhouse. If pressed they tell the PCs about the lost son but don't know how to enter his room.

HP 8 Morale 7 Leather –D2

▸Sword D6 Femur D4

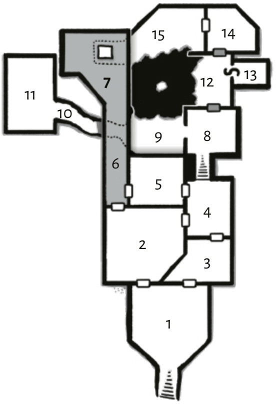


10 mad prisoners

They only know the guards. Every now and then a prisoner is taken from the cells, never to be seen again. Weak and insane they beg for help but strangle anyone who gets too close.

HP 2 Morale 4 No armor

▸Strangling hands D4/round:
AGILITY DR12 to avoid.
STRENGTH DR12 to break free.



6. Corridor

Dark and cold, light at the end of the corridor. Violin music.

- **Paintings on the walls:** landscapes, bland.
- ***Large hidden pit trap*:** in front of the paintings. Covers the entire width of the corridor.
- **NORTH:** **light** from the pump room.
- **EAST:** **stuck door** to the cells. Scratching noises.
- **SOUTH:** **quiet door** to the dining hall.

DISCOVER THE PIT TRAP: With enough light and a successful DR14 PRESENCE test (by the PC with the highest PRESENCE), angular lines are visible in the floor.

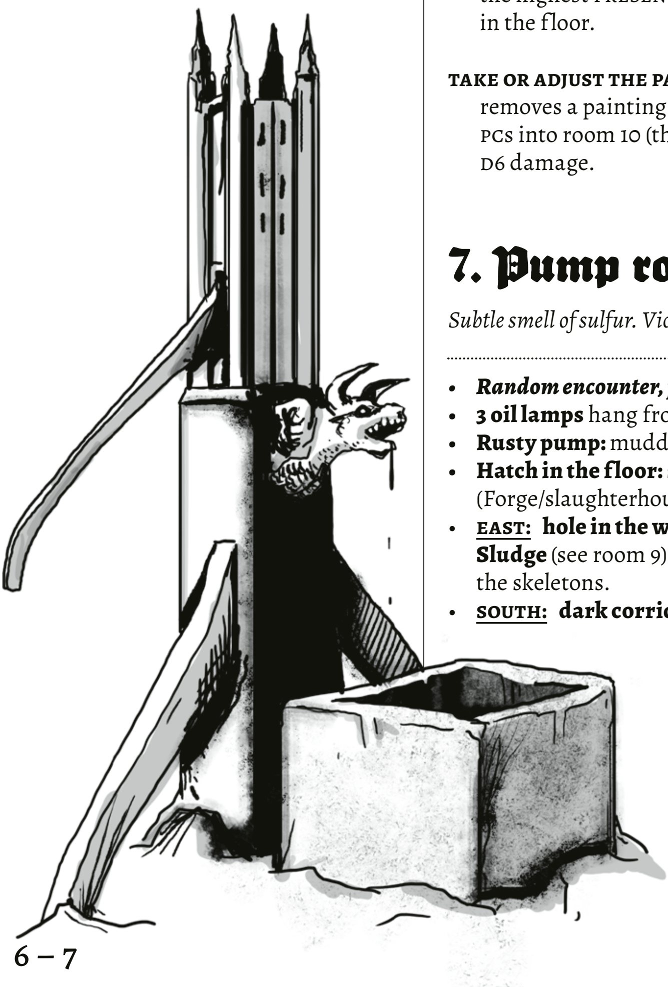
TAKE OR ADJUST THE PAINTINGS: If anyone removes a painting the pit trap drops the PCs into room 10 (the tunnel). The fall deals D6 damage.

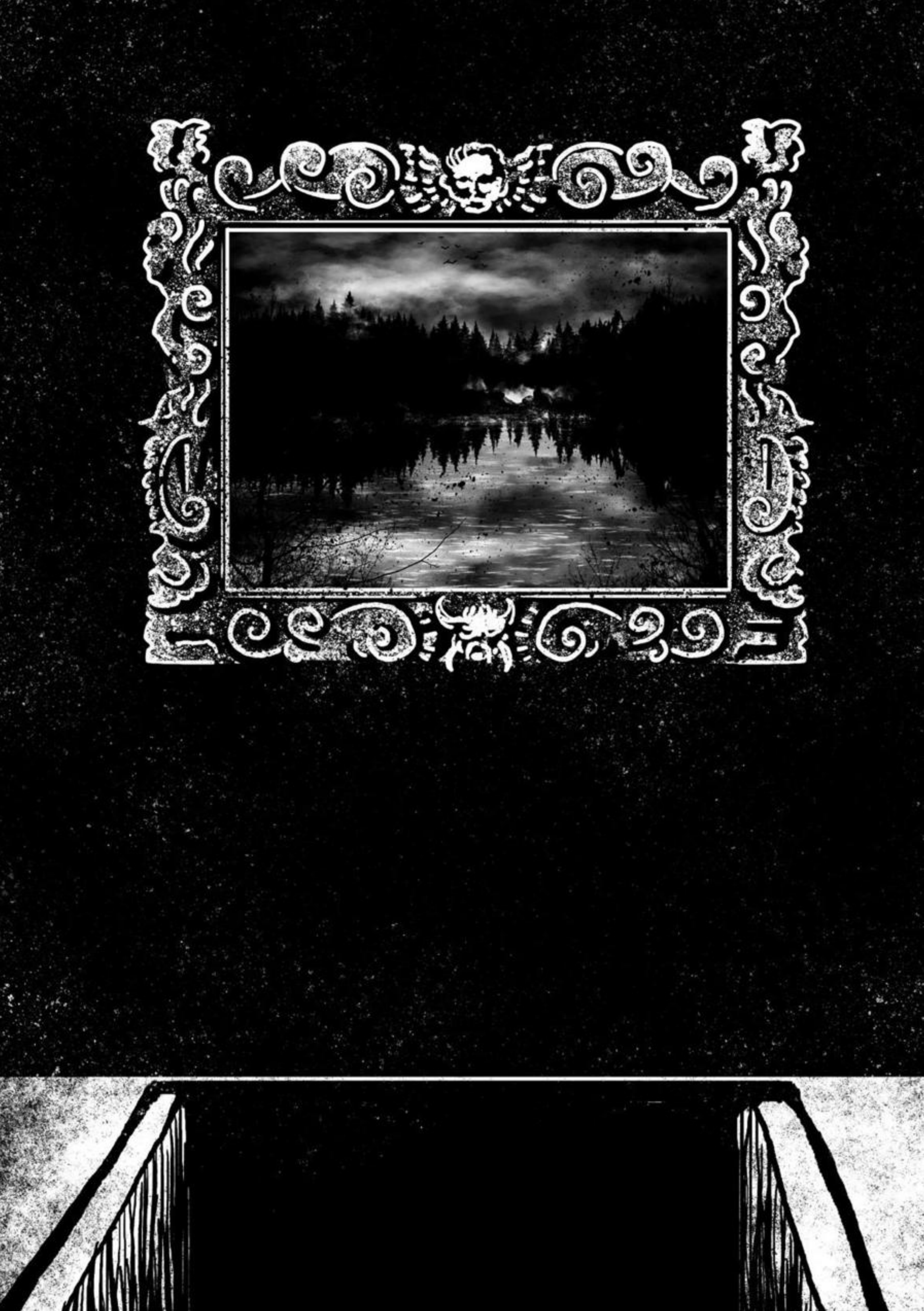
7. Pump room

Random encounter

Subtle smell of sulfur. Violin music can be heard.

- ***Random encounter, page III.***
- **3 oil lamps** hang from the ceiling.
- **Rusty pump:** muddy liquid. Heals D4 HP.
- **Hatch in the floor:** stepladder down to room 15 (Forge/slaughterhouse).
- **EAST:** **hole in the wall:** view over the **Rotblack Sludge** (see room 9). One can see the pillar with the skeletons.
- **SOUTH:** **dark corridor**.







8. Chain room

Random encounter

Dimly lit, weirdly chilly and windy

- ***Random encounter, page III.***
- **Hooked chains** hang from the ceiling.
- **Bloody tracks** on the floor leading nowhere.
- **NORTH: iron door (no handle)** to the Statue room. Impossible to open from this side.
- **WEST: archway** to the Gem room.
- **SOUTH: rickety wooden stairs** to the guard room.

The guards in room 4 hear any noise made here.

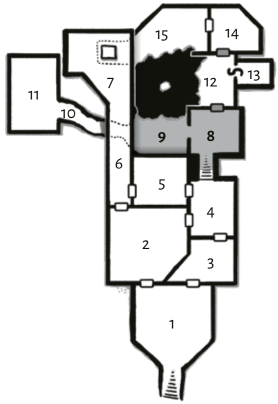
9. Gem room

Illuminated with spectacular colors. Stuffy air reeking of sulfur. Rotblack Sludge and melancholy violin music.

- **NORTH: Rotblack Sludge.** The northern wall collapsed into a large cavern, 60 feet deep. Black, mushy gunk. Sulfuric haze obscures the view but one can almost see the Forge/slaughterhouse and the Statue room through the fumes.
- **50 feet tall pillar** in the middle of the sludge. Atop, two skeletons play the violin.
- **Cave wall with gems:** Beautiful green-pink-violet gems, fixed into the wall.
- **WEST: narrow crawlway** to the Tunnel.
- **EAST: archway** to the Chain room.

BREAKING LOOSE GEMS: One can forcibly remove D4 gems (test STRENGTH DR12), each worth 200s. Then the **Gutworm** attacks.

ENTRY FROM THE TUNNEL: If anyone fell into the pit trap in the Corridor and enters here the **Gutworm** attacks immediately.



Gutworm

Unfathomably long, thick as an oak. Hides in the Rotblack Sludge.

- Can easily reach rooms 9, 12 and 15.
- Controlled by Fletcher. If he dies the Gutworm sinks to the bottom, dead but dreaming.

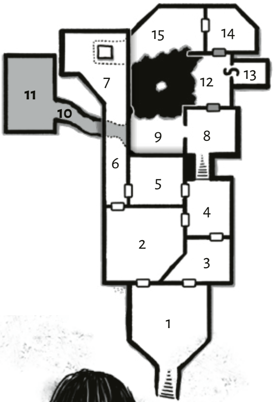
HP 50 Morale – Thick hide –D6

- **Razor sharp teeth D10:** Test AGILITY DR6 or be devoured, dying instantly.

Rotblack Sludge

Oily, black and reeks of sulfur.

- Scorching hot, test TOUGHNESS DR8 or take D4 damage every round submerged in the sludge.
- Swimming from one room to another takes four rounds.
- Every swim there is a 1–2 on a D6 chance the Gutworm bites (D10 damage). Test AGILITY DR6 when bit to avoid being devoured and dying.
- Pillar with violin playing skeletons. They ignore everything and everyone.





Lesdy
Long dark hair, dressed in a gunny sack with armholes. Nice but manipulative. Is trying to turn the Gutworm against Fletcher, the cannibal warlock (room 15). She seeks the tunnels and caves deep beneath Rotblack Sludge and believes consuming the sludge provides unique powers to control creatures but, when she tries, the Gutworm attacks her as soon as she gets close.
HP 5 Morale 4 No armor
▸Unarmed attack D4

3 hosts
Young, dressed in rags. Zealous.
HP 7 Morale – No armor
▸Long knives D6

10. Tunnel

Voices emanating from the ceiling sing in minor key.

- **Passage tight west of the pit trap.** You must squeeze through. Large and awkward things won't fit (heavy armor included).
- **Ceiling tunnel** to the pit trap in the Corridor.
- **WEST: opening** to the Greenhouse.
- **EAST: opening** to the Gem room.

11. Greenhouse

Hot, stuffy but pleasant. Smells sweet.

- **Oil lamps** hang from chains in the ceiling.
- **Glass-walled room with plants:** palms, cacti and flowers grow rampantly. Behind the glass dim moonlight is visible.
- **Path to a small camp** where **Lesdy** is seated by a campfire, reading. She offers PCs food and rest. If they accept Lesdy introduces her **three young companions** as *hosts*. Initially they are outgoing and kind.
- **EAST: tight crawlway** to the Tunnel.

IF PCS STAY A WHILE they are served a brew that **heals D6 HP.** Soon the ground seems to sink and the walls ripple like ocean waves. The hosts attack! The PCs sweat and slur, attacks and defence are rolled with −2.

IF PCS DON'T WANT TO STAY: The hosts draw their knives and chant: *"Lesdy... Lusi... Lesdy... the chosen, the delightful!"* and attack. They never retreat.

Lesdy is a passive observer and slinks away undetected at the smallest sign of violence. Roll D4+1 to see which room she hides in.

12. Statue room

Stinks of sulfur. Rotblack Sludge and violin music.

- **Black statue** of the one-eyed King Lenard II. Obvious cavity where the eye would be. Investigation reveals bloodstains in the socket.
- **Cobbled floor** unlike the rest of the Den.
- **WEST: Rotblack Sludge.** The western wall collapsed into a large cavern, 60 feet deep. Black, mushy gunk. Sulfuric haze obscures the view but one can almost see the Forge/slaughterhouse and the Gem room through the fumes.
- **NORTH: wooden door** to the Debris room. **LOCKED**. (Fletcher has the **oddly-shaped key**).
- **SOUTH: iron door** to the Chain room. Can be opened from here.
- ***EAST*: *secret, heavy stone door*** to the Son's room.

AFTER A FEW MINUTES the floor tilts to the west. Test AGILITY DR16 or fall into the sludge.

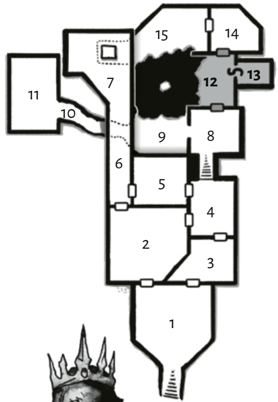
PLACE AN EYE IN THE KING'S SOCKET: the door to the Son's room opens with a loud crack.

13. Son's room

Torches burn, it is hot and confined. Violin music.

- **The lost heir,** Aldon, sits on a bench gnawing human bones. He is pudgy and arrogant.
- **Bookshelf** with a large iron hook, a mirror and a crossbow with four bolts.
- **A bullwhip** with cryptic runes (D4 + necroplasmic shock, D4 damage) hangs on the wall.
- **Bowls** with water and food.
- **WEST: heavy stone door** to the Statue room.

SPEAK WITH ALDON: Aldon (3 HP) is quite content and does not want to leave the room but will not fight or physically resist. During his confinement he has only seen the crooked guards, but he knows they are under Fletcher's command.





Rotblack Sludge

Oily, black and reeks of sulfur.

- Scorching hot, test TOUGHNESS DR8 or take D4 damage every round submerged in the sludge.
- Swimming from one room to another takes four rounds.
- Every swim there is a 1–2 on a D6 chance the Gutworm bites (D10 damage). Test AGILITY DR6 when bit to avoid being devoured and dying.
- Pillar with violin playing skeletons. They ignore everything and everyone.



14. Debris room

Random encounter

Very stale and frowst, hard to breathe.

- ***Random encounter, page III.***
- **Torch** dimly illuminating the room.
- **Trash and bones** in enormous quantities.
- **WEST: wooden door** to Forge/slaughterhouse.
- **SOUTH: wooden door** to the Statue room, **LOCKED**. (Fletcher has the **oddly-shaped key**).

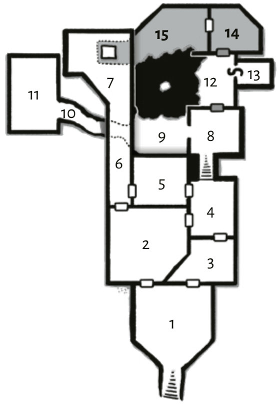
15. Forge/slaughterhouse

Sooty and very hot, sulfuric haze from Rotblack Sludge.

- **Fletcher, the cannibal warlock,** dwells here. He has an **oddly-shaped key** to the door between the Debris room and the Statue room.
- **Lit by two large hearths.** Used as smelters and ovens for preparing meals.
- **Chunks of meat** hang on ceiling hooks. Largely human flesh—adults and children.
- **SOUTH: Rotblack Sludge:** The southern wall collapsed into a large cavern, 60 feet deep. Black, mushy gunk. Sulfuric haze obscures the view but one can almost see the Gem room and the Statue room through the fumes.
- **EAST: wooden door** to the Debris room.
- **WEST: stepladder** to a hatch in the Pump room.

Fletcher's story

As a child Fletcher was lead out into Sarkash and left to die. Desperate necromancers found the feral boy chewing on rabbit carcasses in a gloomy glade. They took him in, but no force or threat could control him, and he slowly grew more powerful. Eventually they too abandoned him to die, hurling him into the *Accursed Den*. This became his domain, ruled purely by his will. He wants to use the heir Aldon to pressure the Shadowking into getting rid of Lesdy for good.



Fletcher, the cannibal warlock

7 feet tall, built like a grizzly. Sooty, bald and covered in tattoos. Rules the Den. Hates Lesdy in the Greenhouse but can't fit through the Tunnel.

HP 20 Morale – Hardened skin –D4

Red-hot flail D8 + severe burn (AGILITY tests −2 for a day).

▸ **Uses a Power every third round** (automatically succeeds). D4:

1–2. *Nine Violet Signs Unknot the Storm:* D2 bolts of lightning dealing D6 damage each.

3. *Daemon of Capillaries:* One creature chokes for D6 rounds, D4 HP damage per round.

4. *Ich-bin-luft* (unique Power): Fletcher is invisible the next two rounds. Can still attack.

▸ **When Fletcher takes damage** big chunks of human flesh rain down, as if in sympathy. The PC that hit him must test AGILITY DR8 or take D4 damage.

▸ **If Fletcher dies** the Gutworm (who will not defend or help him in any way) sinks, dead but dreaming.

Even More Reasons to Risk One's Life

Where do you wander? (d12)

1	On the barren fields of Kergüs
2	In the centre of Alliáns
3	On a beach not distant from Grift
4	On a dirty Schleswig street
5	In the poor Wästland countryside
6	At the city wall of Galgenbeck
7	In the untamed wilds of Tveland
8	Near the Valley of the Unfortunate Undead
9	Pretty much lost in Sarkash
10	At the Bergen Chrypt tree line
11	Onboard a ship on the Endless Sea
12	In a forgotten part of Graven-Tosk

WHO *(OR WHAT)* CONTACTS YOU? d20

1	One-eyed woman who rules the thieves
2	Bureaucrat with enemies and no honor
3	Badly burned priest
4	Noble child said to see dark visions
5	Warrior that switched loyalties
6	Faint whispers from the crypt
7	Remorseful hangman
8	Tortured traitor
9	Reccuring vision in a horrid nightmare
10	Hermit mocked by the other cave-folk
11	Demented elder
12	Sacrifice who escaped a death-cult
13	Monk who was bitten at night
14	Unshaved mystic at The Paunchy Swine
15	Devastated mother dressed in white
16	Sailor too long at sea
17	Scoundrel covered in ulcers
18	Drunk seeress with no teeth
19	Restless soul by the name of Ghast
20	Terrified soldier with broken knees

Adventure spark (d100)

1–2	The undead-riddled Valley awaits
3–4	Thirteen priests are missing
5–6	Wrongly imprisoned for murder
7–8	66 sacrifices are needed
9–10	Children missing at Lake Onda
11–12	Sinkhole swallows half of Schleswig
13–14	Sabotage an unholy alliance
15–16	The count goes insane at night
17–18	Hunted by bloodthirsty death-cult
19–20	Trapped by an earthquake
21–22	Verhu's prophecy is false!
23–24	Rumours of a cursed treasure
25–26	Kidnapped blood-wizard
27–28	A dead demon is resurrected
29–30	Every grave is emptied one night
31–32	Enormous cave system near Grift
33–34	The dead refuse to stay dead
35–36	PCs are selected for ritual sacrifice
37–38	Anthelia falls severely ill
39–40	PC dopplegangers go berserk
41–42	Take part in a holy mass burial
43–44	The entire kingdom has nightmares
45–46	Something has infiltrated the court
47–48	Artefact must be destroyed
49–50	Map the land in the west
51–52	Talk of an unexplored island
53–54	Gain the trust of a dangerous hermit
55–56	Find the way to Cube-Violet
57–58	Stop a Grift suicide-cult
59–60	Pardon a mad mass-murderer
61–62	Defend a fort from the undead
63–64	Steal a sarcophagus from a caravan
65–66	A fire threatens to devour Sarkash
67–68	Go to the land of the dead and back
69–70	**HE** demands a gift. See it delivered
71–72	Powerful elixir needs ingredients
73–74	Slave revolt in Galgenbeck
75–76	Mystical ruins are unearthed
77–78	They're coming out of the walls!
79–80	Three assassinations each night
81–82	Alchemist needs a living goblin
83–84	A strange ship ran aground
85–86	A weirdness leaves Bergen Chrypt
87–88	Seven women with black eyes
89–90	The icon's eyes have been stolen
91–92	The beast beneath the bridge
93–94	Movement in a black star's crater
95–96	Light from broken sewer gate
97–98	Children hum forbidden songs
99–00	Newly discovered path in Sarkash

One of the many bedeviled dungeons

WHAT IS IT CALLED? roll d12 twice

	The ...	
1	Slaughter	pit
2	Death	church
3	Night	temple
4	Hadean	tunnels
5	Hell	crypt
6	Plague	grave
7	Sin	fort
8	Doom	ziggurat
9	Dark	den
10	Murder	maze
11	Torture	house
12	Slave	waste

STATUS (D6)

1-2 Still active
3-6 Inactive, because (d4)

1 The place was invaded
2 Everything ended in disaster
3 It was no longer needed
4 A Misery was fulfilled, roll to see which one (p. 17)

Imminent danger d10

1 Is slowly flooding with: (d4) 1-2 oil
3-4 water
2 Berserkers are appearing
3 Is about to collapse
4 Senses are being distorted
5 Underworld emissions of poisonous spores
6 A hunted cult intends it to be their new hideout
7 A terrible, dormant curse about to be unleashed
8 Fire is spreading from the deepest chamber
9 The gate will shut and seal, and not open again until seven days have passed
10 A lethal mechanism is about to activate

Who or what dwells here now? (d12)

1 Animated suits of armor battling goblins
2 Nechrubel-worshipping lich with a skeletal court
3 Heretic cult lead by a possessed 11-year old
4 A vengeful cabal of undead porcelain dolls
5 Desperate thieves guild dying slowly of cholera
6 A meaty mass of slime, larvae and spider legs
7 Wickheads running from foreboding darkness
8 A Bark-Witch and her root-children
9 Four-legged pale gremlins stinking of dirt
10 Tergol's escaped experiment
11 Disease spreading ochre-beetles
12 Dissident courtiers dedicated to the occult

Distinctive feature d12

1 Portal to the land of the dead, soon ready
2 Lab where corpses are assembled into golems
3 Black prism which twists all Powers
4 300 emaciated, mutilated prisoners
5 Blind hermit, firmly rooted in the ground, spreading his vile corruption
6 Bony remains of the Basilisk's spawn
7 Obelisk that separates body and soul
8 Rooms move around the dungeons center
9 High ceilings, whispers in the upper dark
10 Artwork affecting the surroundings
11 Ensnaring, intelligent plants
12 Giant pools of boiling tar

SAMPLE ROOMS

d4	d6	
1	1	Inscriptions, the motifs are (d6)
	2	Bloodied beds
	3	Flooded
	4	Leaning
	5	Stinks
	6	Fire damage
2	1	Obvious traps
	2	Full of blood
	3	Torture chamber
	4	Sooty walls
	5	Freezing draft
	6	Creaking doors
3	1	Compact darkness
	2	Locked sarcophagi
	3	Shelves with (d4)
	4	Abyssal pits
	5	Mirrors everywhere
	6	Ungodly yet exquisite chandeliers
4	1	Utterly silent
	2	Full of debris
	3	Sacrificial altar (d4)
	4	Remains of a throne
	5	Smoke-filled
	6	Bonfire in the center

Motifs (d6):
1 Vomit-inducing
2 Terrifying
3 Hypnotic
4 Childish
5 Teleportation causing
6 Ugly and pointless

Shelves with (d4):
1-2 obscure literature
3-4 rotting food

Sacrificial altar (d4):
1-2 cracked
3-4 fresh blood

Draw or find a map. Around 10 rooms is enough for one night's session.

Abilities and tests

AGILITY	Defend, balance, swim, flee
PRESENCE	Perceive, aim, charm, wield Powers
STRENGTH	Crush, lift, strike, grapple
TOUGHNESS	Resist poison/cold/heat, survive falling

TESTS

Roll d20± ability **equal to or greater than DR** to succeed. Creatures don't add any ability, only roll an unmodified d20 against the DR.

DIFFICULTY RATINGS (DR)

6	incredibly simple
8	routine
10	pretty simple
12	normal
14	difficult
16	really hard
18	should not be possible

Adventuring

REACTION (2D6)

2–3	Kill!
4–6	Angered
7–8	Indifferent
9–10	Almost friendly
11–12	Helpful

REST

Catch breath	heal d4 HP
A night's sleep	heal d6 HP

Infection: No healing when resting. Take d6 damage each day.

MORALE (2D6)

If you roll over the creature's Morale, d6:

1–3	Flees
4–6	Surrenders

ROLL MORALE IF

- The leader is killed
- Half the group is eliminated
- Lone enemy has 1/3 HP left

Powers / scrolls

AMOUNT PER DAY

A PC can use their Powers a total of **Presence + d4** times per day. Roll the total amount every day.

WIELD A POWER

Make a **Presence DR12** test. Failure means the Power doesn't work and the caster takes d2 HP damage, becomes dizzy for an hour and cannot use Powers during that time. For fumbles, see page 44.

Combat

INITIATIVE D6:

1–3	Enemies begin
4–6	Player Characters begin

individual: **Agility + d6**

MELEE	DR12 **STRENGTH**
RANGED	DR12 **PRESENCE**
DEFENCE	DR12 **AGILITY**

CRIT (NATURAL 20)

Attack: ×2 damage, armor/protection reduced one tier.
Defence: PC gains a free attack.

FUMBLE (NATURAL 1)

Attack: Weapon breaks or is lost.
Defence: PC takes double damage, armor is reduced one tier.

ARMOR TIERS

1. light	**2. medium***	**3. heavy****
−d2	−d4	−d6

*+2 DR Agility tests
**+4 DR Agility tests (Defence +2 DR)

BROKEN (0 HP) D4:

1. Fall unconscious for d4 rounds, awaken with d4 HP.
2. Roll a d6: 1–5 = Broken or severed limb. 6 = Lost eye. Can't act for d4 rounds then become active with d4 HP.
3. Haemorrhage: death in d2 hours unless treated. All tests are DR16 the first hour. DR18 the last hour.
4. Dead.

REGISTER

THE WORLD

12 Anthelia
5 Anuk Schleger
6 Arkh
6 Basilisks, the
7 Bergen Chrypt
16 Calendar of Nechrubel, the
5 Creton (order)
7 Endless Sea, the
14 Fathmu IX
9 Galgenbeck
6 Gorgh
9 Graven-Tosk
11 Grift
9 Josilfa Migol
12 Kergüs
6 Lusi
9 Nechrubel
17 Prophecy, the
9 Sarkash
11 Sigfúm the kind
10 Shadow King, the
10 Shadow King's Palace, the
9 Tveland
5 Two-Headed Basilisks, the
15 Valley of the Unfortunate Undead
5 Verhu
14 Western Kingdom, the
14 Wästland

CREATURES

60 Berserk
62 Bloody skeleton
58 Goblin
67 Grotesque
59 Scum
64 Troll
66 Undead doll
63 Undead necromancer
68 Wickhead knife-wielder
61 Wraith
69 Wyvern
65 Zombie

RULES

26 Abilities
44 Arcane catastrophes
24 Armor
29 Attack
41 Bad habit
29 Broken (0 HP)
40 Broken bodies
16 — Calendar of Nechrubel
27 — Carrying capacity
29 — Combat
18 — Create a character
29 Crit
29 Defence
25 — Equipment
50 Esoteric hermit
46 Fanged deserter
29 Fumble
33 Getting better (or worse)
48 Gutterborn scum
54 Heretical priest
70 Hirelings
28 Hit Points
31 Infection
29 Initiative
29 Melee attack
31 Morale
56 Occult herbmaster
38 — Omens
70 Outcasts
34 — Powers
29 Ranged attack
31 Reaction
31 Resting
35 Scrolls
18 Starting equipment
39 Terrible traits
26 Tests
42 Troubling tales
29 — Violence
20 Weapons
52 Wretched royalty

Really not suitable for those under 16 years of age.



MÖRK BORG

A doom metal album of a game. A spiked flail to the face. Rules light, heavy everything else.

One day all will blacken and burn. Just as the Two-Headed Basilisks have predicted. The world is dying, time is short. How will you face these last days? Robbing graves for soil-stained wealth, or facing down the apocalypse, hoping it can be fought?

OCKULT ÖRTMÄSTARE GAMES

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